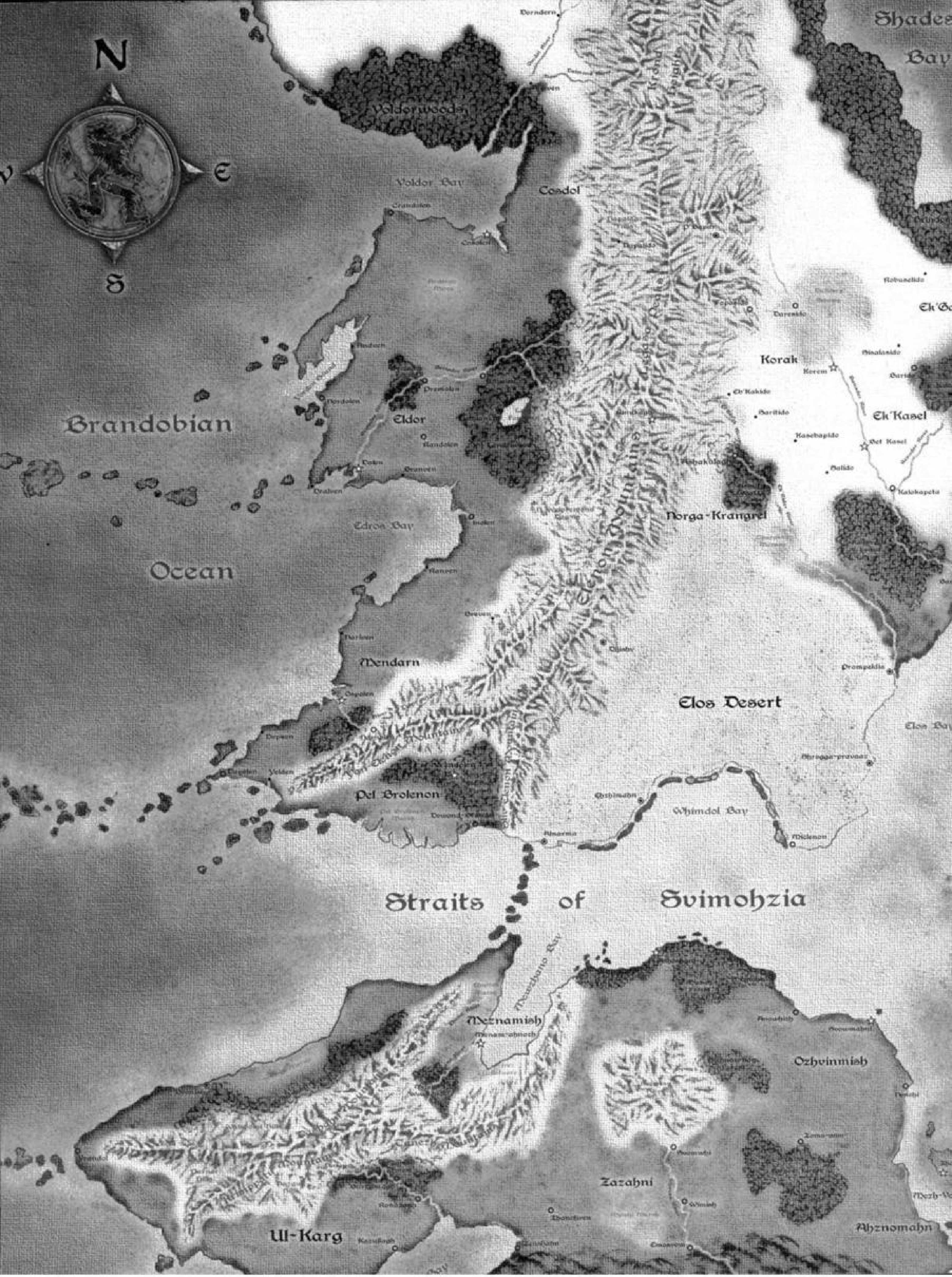
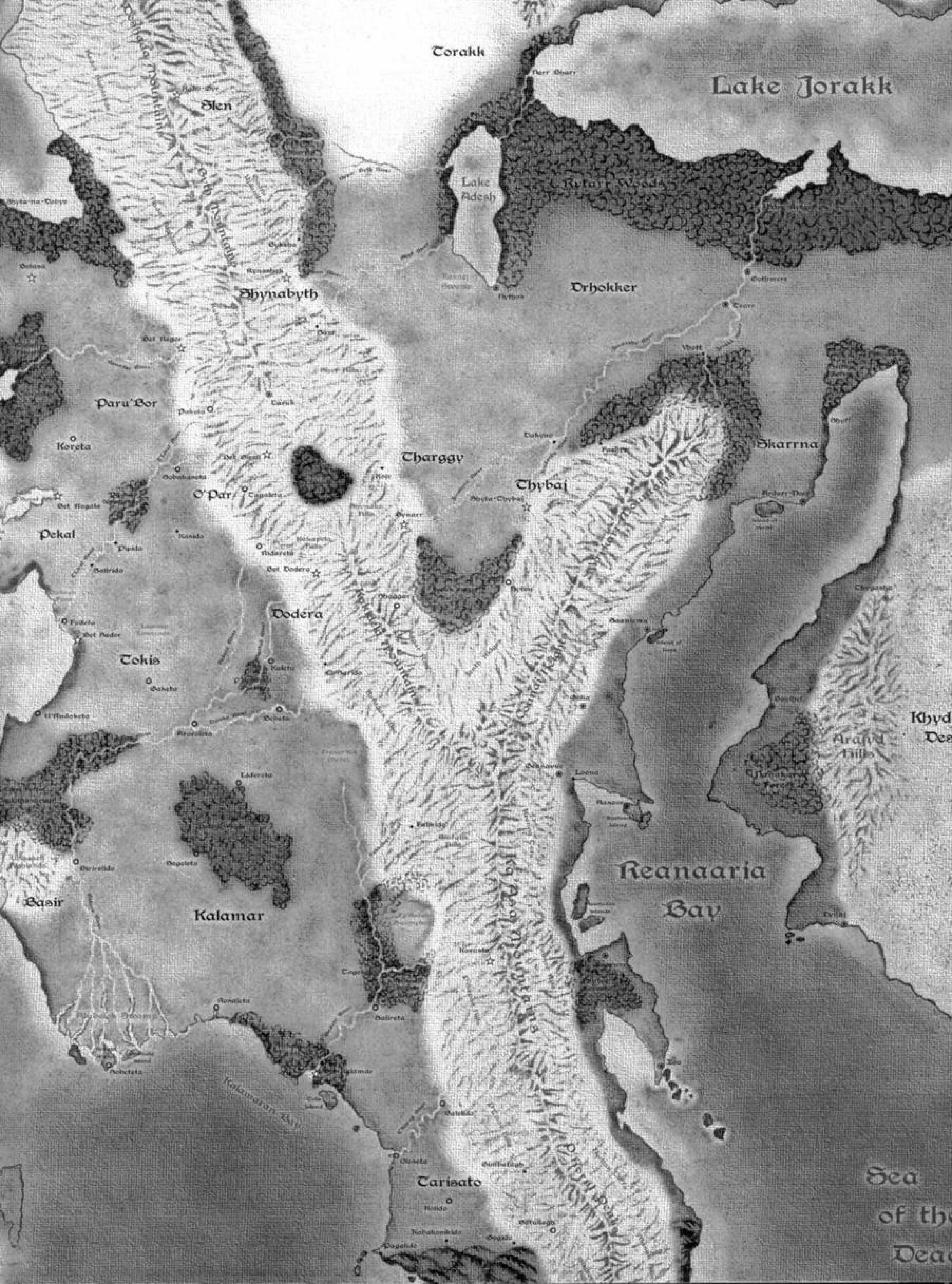
DUNGEONS & DRAGONS®

Kingdoms of Kalamar™

PLAYER'S GUIDE

RULEBOOK IV


N
E
S
Shades
Bay
Dorndern
Voldorwoods
Voldor Bay
Cosdol
Brandobian
Ocean
Eldor
Randolen
Dalen
Edron Bay
Korak
Korem
Ek'Kasel
Bet Kasel
Kalokapeta
Norga-Krangrel
Mendarn
Elos Desert
Elos Bay
Pel Brolenon
Whimdol Bay
Straits of Svimohzia
Meznamish
Ozhvinmish
Zazahni
Ul-Karg
Ahznomahn


Torakk
Lake Jorakk
Slen
Lake Adesh
Rytarr Woods
Shynabyth
Drhokker
Paru'Bor
Koreta
Tharggy
Skarrna
O'Par
Thybaj
Pekal
Bet Dodera
Dodera
Tokis
Khyd
Des
Arand Hills
Reanaaria Bay
Basir
Kalamar
Kalamaran Bay
Tarisato
Sea
of th
Dea

THE KINGDOMS OF KALAMAR
PLAYER'S GUIDE

Authors: Lloyd Brown III, Brian Jelke, David S. Kenzer, Noah Kolman, Don Morgan, Mark Plemmons

ADDITIONAL CONTRIBUTORS: Jeff Abar, David Berent, Jolly Blackburn, Jason Carl, Scott Casper, Monte Cook, Bruce Cordell, Dan Donnelly, David Eckelberry, D. Andrew Ferguson, Ed Greenwood, Christopher Heath, Rob Heinsoo, Richard Jensen, David Johansson, Steve Johansson, Robert King, Anthony Lowman, Andy Miller, James Mishler, Barratt Moy, David Noonan, John Rateliff, Rich Redman, Sean Reynolds, Dave Ritzlin, Mike Selinker, Jarret Sylvestre, Johnathan Tweet, Skip Williams, Tony Wilson, James Wyatt and D.M. Zwerg

PROJECT MANAGER: Brian Jelke

PRODUCTION MANAGER: Steve Johansson

ART DIRECTOR: Bob Burke

ART LIAISON: Mark Plemmons

GRAPHIC DESIGN: Bob Burke, Jiffy Burke

BEHIND THE SCENES: Tracy Casper, Gerda Hansen, Jennifer Kenzer

INTERIOR ILLUSTRATIONS: Matthew Armstrong, Caleb Cleveland, Thomas Denmark, Lars Grant-West, Jon Hodgson, Chuck Lukacs, Jeremy Mohler, David Esbri Molinas, Gregory Price, Kevin Wasden

PLAYTESTERS: German Altgelt, John Benner, Holger Brackmann, brynjolf, Douglas Click, Len Cogle, Roxann Cogle, Joel Conner, Brad Daeda, Gary Duell, Ted Elsner, Gigi Epps, Craig Furness, Leslie Furness, Randy Gardner, Phil Greenwood, Alison Grisenthwaite, Casey Grooms, Jeff Harding, Roy Hart, Jim Ivens, Pam Ivens, Mark Lane, Marc Kowallik, Glenn Martin, Harald Menschel, Oliver Mauermann, Hans Messersmith, Greg Nelson, Roger Pascal, Mark Prater, Patrick Pricken, John Richard, Lee Sharp, Michelle Sharp, Kevin Stillwell, Brian Testa, Jeff Thomas, Stefan Thomassen, Thomas Young, Bill Watson, John Williams, John Wright.

Table of Contents

Introduction 2
Chapter 1 ....Races 3
Chapter 2 ....Classes 33
Chapter 3 ....Prestige Classes 51
Chapter 4 ....Skills 67
Chapter 5 ....Feats 81
Chapter 6 ....Religion 93
Chapter 7 ....Equipment 113
Chapter 8 ....Combat 125
Chapter 9 ....Adventuring 129
Chapter 10 ....Magic 141
Chapter 11 ....Spells 147
Chapter 12 ....Magic Items 195
Appendices 205
  References 205
  Glossary 206
  Place of Origin Tables 213
  Feat Summary Table 220
  Character Record Sheet 233
  Spell Planners 235
Index 263

© Copyright 2002 Kenzer and Company. All Rights Reserved.

Manufactured in
North America

Kenzer & Company
25667 Hillview Court
Mundelein IL 60060

Questions, Comments, Product Orders?
Phone: (847) 540-0029
Fax: (847) 540-8065
email: questions@kenzerco.com
Visit our website: **www.kenzerco.com**

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:
This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

With respect to trademarks:
Kingdoms of Kalamar, the Kingdoms of Kalamar Player's Guide, the Kingdoms of Kalamar logo and the Kenzer and Company logo are trademarks of Kenzer and Company. © 2002 Kenzer & Company, Inc. All Rights Reserved. Dungeons & Dragons, the D20 System logo and the Wizards of the Coast logo are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer and Company under license. ©2002 Wizards of the Coast, Inc. Printed in Canada.

Why Kalamar?

Kalamar is a vibrant setting for your D&D game, alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. It is a robust and detailed world filled with many cultures, both human and demihuman. It is also a world rife with adventure possibilities, where fantastic creatures roam the wilderness, evil clerics worship evil deities hellbent on destruction, and the dead rise again to spread terror throughout the world. Complex political alliances mix with marauding bands of humanoids and technology and industry come face to face with magic and the fantastic. Kalamar combines the best of the real medieval world with all the elements of fantasy you have come to enjoy. And while nearly any setting suffices for a single adventure, because of these qualities your characters will find Kalamar to be an engaging game setting to live in and explore, long after the novelty of the "tourist bazaars" has worn thin.

This is because the geo-historical basis of Kalamar is its strength. The maps feel right because they are right, at least from a standpoint of verisimilitude. The continents, the lakes, the rivers, the forests, all the geographical features are based on real examples. Kalamar was built from the ground up, and it was built with an attention to detail. Everything was determined at the start, from the direction of the prevailing winds to the plate tectonics. There are no glaciers in the middle of warm lakes, no swamps adjacent to deserts, nor huge jungles in temperate latitudes. The realistic basis of Kalamar allows it to become the invisible backdrop for the real action: you.

Your player character is the real hero of any D&D game. You rescue the princess and you recover the stolen Whatzit for Lord So-and-So. You are the focus, and a campaign world should be shaped by your actions, not the other way around. Kalamar is that kind of campaign world as it offers you the opportunity to be a world-shaper. Life in Kalamar is guided by ordinary men and women with extraordinary courage and resolve. This book gives you the information you need to become one of those people. But fear not, for all the detail and background history that this setting provides adds depth to your adventures without confining them. Kalamar allows you to be the author of your own destiny by providing the scenery but not the story.

Of course, player characters cannot be everywhere at once. The world continues moving even when you are off exploring a forgotten dungeon somewhere. Evil cults spread their influence throughout a small town. A villiage succumbs to a mysterious disease. A band of humanoids halts merchant routes between two cities. Villains even kidnap princesses when you are not around to do anything about it. What happens then? Well, usually the Vicelord has his way with her. You see, the NPCs of Kalamar are not inept, otherwise they would not be worthy (or successful) villains. A world full of morons is no place to live. You need the good, the bad and even the so-so to populate your campaign to make the party's heroic deeds exceptional. After all, if everybody on the block is a superhero, nobody stands out.

Kalamar is designed to enhance your D&D experience by providing you a realistic backdrop for your character. Every type of person you could imagine lives somewhere in Kalamar. In fact, that's one of the reasons Kalamar is such an enjoyable setting to play in: it is tremendously versatile. No matter what type of character you choose to play, you should feel confident that they will have an important place in the world of Kalamar.

Kalamar also provides a realistic, dynamic world for your character to live in. Every sort of adventure can be found on the continents of Tellene. Whether you dream of finding great riches in the bellies of mountains or ridding the desert of undead abominations, Kalamar provides the where and the how, all the while maintaining a commitment to realism that lets you experience your character's adventures in the most satisfying ways.

In Kalamar, your character has a chance to stand out. In fact, you have a chance to be the greatest character in the campaign world. But greatness is different for every individual. While you may dream of conquering the continent and bringing peace and prosperity to its people, others may wish for the ultimate in scholarly or magical achievement. What sets Kalamar apart is its ability to give you the opportunity to do all this and more without sacrificing continuity or common sense. This book provides rules for playing haughty nobles, influential clerics and avaricious warlords. It also includes information on customizing your character for Kalamar and more detail on the various races and subraces that populate the continent. Here you are presented with the opportunity to become great. Realizing that opportunity, however, requires skill, effort and a little bit of luck.

While primarily a guide for players, this book does include notes for DMs as well. Generally, these notes suggest ways to incorporate some of the options given in this book, or why you might or might not use some of them. Ultimately, the DM decides which options to include in his own Kalamar campaign. You will find these notes indicated in small boxes like this one set apart from the main text. The DM will need the *Kingdoms of Kalamar* campaign setting sourcebook for the maps and full details concerning the lands, cities, deities, secret organizations, languages and other aspects of Tellene.

Chapter 1
Races

Dwarven warriors carry the body of a fallen leader deep into their underground mountain city, passing the tombs of kings dead for some thirty dwarven generations. Wandering Dejy nomads explore the ruins of a fallen civilization deep within the massive Vohven jungle, and awake a power none could expect. Bold adventurers set off into the Khydoban desert, seeking a country populated with undead and ruled by a powerful lich lord. Barbarian horselords war among each other for control of territory, while Slennish cultists kidnap the innocents left behind the lines. Xenophobic elves patrol the Lendelwood, guarding their ancient city against a threatened human assault. These adventures and more are yours when you step into the *Kingdoms of Kalamar*.

In the world of Tellene, your character is not defined merely by his statistics. A character's background, native land, race, religion and much more all play important parts.

CREATING A CHARACTER

Although you can use the rules in the *Player's Handbook* to create any type of character for the *Kingdoms of Kalamar* campaign setting, this chapter (and indeed, the rest of this book) explains how to create a character specifically designed for the world of Tellene. To create a 1st-level character, simply turn to pages 4-5 of the D&D *Player's Handbook* and follow the steps, making sure you review the additional character features in this book.

Character Races

Many different races of beings populate Tellene. The six predominant human races share the world with dwarves, elves, gnomes, halflings, hobgoblins, orcs and a wide variety of other humanoids. In a *Kingdoms of Kalamar* campaign, a number of races are available for players. The standard races described in the *Player's Handbook* are present on Tellene (a large continent, though its inhabitants believe it encompasses the entirety of the planet), although they may be known by different names. For example, the standard elf is known herein as a *lathlani*, or high elf, though you may choose to become one of four other elven subraces.

What you may not expect, and be pleasantly surprised to see, are the many varied racial types of humans, and the fact that the

TABLE 1–1: RACIAL ABILITY ADJUSTMENTS

RACE	ABILITY ADJUSTMENT	FAVORED CLASS
Human	None	Any
Dwarf, Hill	+2 Constitution, -2 Charisma	Fighter
Dwarf, Mountain	+2 Constitution, -2 Wisdom	Fighter
Dwarf, Stone	+2 Constitution, -2 Intelligence**	Rogue
Elf, Dark	+2 Intelligence, -2 Constitution	Cleric (female), Wizard (male)
Elf, Grey	+2 Intelligence, +2 Charisma, -2 Constitution	Wizard
Elf, High	+2 Dexterity, -2 Constitution	Wizard
Elf, Wild	+2 Dexterity, -2 Intelligence**, -2 Charisma	Barbarian
Elf, Wood	+2 Dexterity, -2 Intelligence**, -2 Wisdom	Ranger
Gnome, Deep	+2 Constitution, -2 Strength	Fighter
Gnome, Forest	+2 Wisdom, +2 Charisma, -2 Strength	Rogue
Gnome, Rock	+2 Constitution, -2 Strength	Illusionist*
Half-elf	None	Any
Half-hobgoblin (Kargi)	+2 Constitution, -2 Intelligence**, -2 Charisma	Fighter
Half-hobgoblin (Krangi or other)	+2 Dexterity, -2 Wisdom	Fighter
Half-orc	+2 Strength, -2 Intelligence**, -2 Charisma	Barbarian
Halfling, Golden	+2 Intelligence, +2 Wisdom, -2 Strength	Psion
Halfling, Lightfoot	+2 Dexterity, -2 Strength	Rogue
Hobgoblin	+2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma	Fighter

*A wizard who specializes in illusion spells.
**A player character's starting Intelligence is at least 3. If this adjustment would lower the character's score to 1 or 2, his or her score is 3.

hobgoblin race has become far more civilized (by human standards) than the other humanoids. The hobgoblins have established a foothold amongst the other advanced races by establishing the kingdoms of Ul-Karg and Norga-Krangrel, though other scattered tribes do exist elsewhere. Orcs, while they still exist, lack both the prominence and the numbers of the hobgoblin empires. You may even choose a hobgoblin or a half-hobgoblin as your player character!

Table 1—1: Racial Ability Adjustments shows the ability score adjustments and favored class for each of the player character races of the *KINGDOMS OF KALAMAR*.

Character Classes

Many of the classes described in the *Player's Handbook* have significant new opportunities in the *KINGDOMS OF KALAMAR* campaign setting. For example, clerics may choose from a total of forty-three patron deities, with access to new domains and information on advancing ever higher through the ranks of the church. There are also several new prestige classes, in addition to those described in the *Dungeon Master's Guide*. Even though beginning characters won't qualify for prestige classes such as the Kalenal Gali (the Kalamaran name for a knightly order of undead slayers), you may want to keep prestige classes in mind as your character advances.

Character Conversion

To convert *Forgotten Realms* and *Oriental Adventures* characters to the KINGDOMS OF KALAMAR.

If you created a character using the DUNGEONS & DRAGONS *Player's Handbook* and/or the *Forgotten Realms* campaign setting, and would like to bring that character into the world of Tellene, you must convert between the two pantheons. Simply refer to Chapter 6: Religion for the deity conversion tables, locate your character's deity and reference which KINGDOMS OF KALAMAR deity best corresponds to yours.

If you created a character with the *Oriental Adventures* setting and would like to bring that character to Tellene, talk to your Dungeon Master about his plans for the world. Much of the world is unknown to those who live on the continent of Tellene, and it is possible that your character comes from a land far to the west of the Brandobian Ocean. It would be difficult to convert an *Oriental Adventures* character to a Tellene-specific race, but if necessary, the Dejy would be the ideal choice. A shugenja might become a cleric, a sohei would be a paladin, a shaman could convert to the Kalamar shaman class, and a wu jen could become a wizard or a shaman.

Also, you will notice that the demihuman subraces of Tellene vary from those presented in the *Player's Handbook* and the *Monster Manual*. For simplicity, choose the KINGDOMS OF KALAMAR subrace that matches the racial ability score modifiers for your character. Standard elves become high elves, standard dwarves become lowland dwarves, standard gnomes become rock gnomes, and standard halflings become lightfoot halflings.

If converting from *Forgotten Realms*, moon elves become high elves and shield dwarves become lowland dwarves. Faerun's rock gnomes and lightfoot halflings simply convert to the rock gnomes and lightfoot halflings of Tellene.

Character Region

While the *Player's Handbook* only requires you to choose a race and a class, the *KINGDOMS OF KALAMAR Player's Guide* enables you to expand upon your character by choosing the region from which you originate. This is particularly important to humans, for it will define your physical appearance (height, skin tone, facial features), language and possibly even your religion (especially if you choose to play a character from an evil theocracy such as Slen). You will also be able to choose specific regional feats to further enhance your character's abilities.

HUMANS

"A human can be your greatest friend and most worthy ally. Until you turn your back." – Elven proverb.

Humans live throughout Tellene, from the arctic hinterlands to the tropical rainforests. They form the largest and most populous civilizations of any race, and are the dominant sociopolitical force on Tellene. The human race has fragmented into several distinct cultures, each deserving of its own description.

All humans on Tellene share the standard human racial traits (see page 13 of the *Player's Handbook*). With regard to languages spoken, each human speaks her native (in the case of Dejy) or national language (e.g. Brandobian for Mendarns, etc.) as her primary language (see Table 1—2: Languages by Geographical Subdivision). Since all characters with an Intelligence of 12 or higher speak bonus languages, many PCs and NPCs speak at least one additional language as well. This second language is typically either Merchant's Tongue or a human tongue spoken by neighbors or frequent trade partners.

With regard to Table 1—2, the primary language is the state-sanctioned language where a formal state exists. This language may be different from that spoken by a large fraction of the population in areas where the populace has been conquered by foreign speaking armies. The secondary language is the language that the largest percentage of the population speaks besides the primary language.

Dialects of languages are included in Table 1—2 in parentheses following the listing of the root language. In many areas, these dialects can be significantly divergent from the root language. This is due to influence of other tongues common or once common in the region. Thus, it might be difficult for speakers of a dialect to communicate with speakers of another dialect even when the root language is the same. However, characters gain a +2 circumstance bonus when speaking or trying to read a language with a root language common to a language with which they are already familiar.

Brandobian

"A true Brandobian is passionate, prideful and efficient. A more dangerous combination I do not know." – General Alere Garnak, leader of the Militocracy of Korak.

Brandobians are the smallest of the human races, with slender bodies measuring usually a little over five feet in height. Their skin tones are usually olive and their dark hair ranges from curly to straight. Brandobians have fine features, clear voices and a hardy resistance to disease.

Brandobians live on the western coast of Tellene and occupy maritime colonies off their own coast, on Western Svimohzia and along the Elos Bay. Their numerous colonies result from centuries of exploration and conquest, and the Brandobians take great pride in the vastness and impact of their travels. Their people are vibrant and alive and rarely keep their opinions to themselves. Right or wrong, you know where a Brandobian stands.

Adventurers from this region generally become fighters, rogues, clerics or rangers. Although Eldorans disdain magic, powerful wizards live in Cosdol and numerous lesser wizards live in Pel Brolenon. The rare druid or monk lives in Mendarn, if anywhere. Bards are common in Cosdol, somewhat less so in the other nations. Barbarians must hail from the far north—the Voldorwoods or the Odril Hills. Smatterings of sorcerers appear infrequently throughout Brandobia.

Dejy

"The Dejy tribes wander the world; they no longer have an empire, but they also have no war." – An unknown sage.

The Dejy are the most diverse of all the human races. Ample evidence shows that they have inhabited or roamed the farthest corners of Tellene and all areas in between. Today, they are most populous in the Young Kingdoms, the Wild Lands, and the various wastelands (deserts, jungles, tundra, remote islands and the like). They range in size from the short and thick-boned people of Dynaj to the lean and rangy desert riders of the Elos. Skin colors run from amber-gold to burning red to the light brown color of worn leather. While facial features vary from tribe to tribe, hair color is always dark, facial and body hair sparse, and the Dejy typically have flatter faces than the angular Brandobians or hawk-nosed Kalamarans.

TABLE 1–2: LANGUAGES BY GEOGRAPHICAL SUBDIVISION

COUNTRY, CITY-STATE OR REGION	PRIMARY LANGUAGE	SECONDARY LANGUAGE
Aasaer	Reanaarese	Merchant's Tongue
Ahznomahn	Svimohzish	Merchant's Tongue
Alnarma	Brandobian (Eldor)	Dejy (Elos)
Baethel	Gnomish	Reanaarese
Basir	Kalamaran (Basiran)	Kalamaran
Bronish	Brandobian (Mendarn)	Svimohzish (Meznam)
Cilorealon	Elven	Merchant's Tongue
Cosdol	Brandobian	Elven
Daruk	Kalamaran (Daruk)	Fhokki
Dijishy	Dejy (Elos, western)	Dwarven
Dodera	Kalamaran (Doderan)	Kalamaran
Doulathanorian	Elven	Merchant's Tongue
Draska	Dwarven	Merchant's Tongue
Drhokker	Fhokki	Dejy (Ridijo)
Dynaj	Dejy (Khydo, southern)	Merchant's Tongue
Ehzhimahn	Svimohzish (Meznam)	Dejy (Elos, southern)
Ek'Gakel	Kalamaran (Gakite)	Dejy (Defohy, Fitonshir, etc.)
Ek'Kasel	Kalamaran (Kasite)	Brandobian (eastern)
Eldor	Brandobian (Eldor)	Merchant's Tongue
Elos Desert	Dejy (Elos, various)	Dejy (Elos, various)
Fymor	Fhokki	Dejy (Ridijo)
Geanavue	Reanaarese	Merchant's Tongue
Giilia	Reanaarese	Merchant's Tongue (rarely)
Gothmerr	Fhokki	Dejy (Ridijo)
Kalaleta	Kalamaran (Kalalet)	Merchant's Tongue
Kalamar	Kalamaran	Merchant's Tongue
Karasta	Kalamaran	Dwarven
Korak	Kalamaran (Koraki)	Brandobian (eastern)
Lathlanian	Elven	Brandobian (Eldor)
Mendarn	Brandobian (Mendarn)	Merchant's Tongue
Miclenon	Brandobian (Eldor)	Dejy (Elos, southeastern)
Meznamish	Svimohzish (Meznam)	Dwarven
Narr-Rytarr	Fhokki	Dejy (Chinotan)
Norga-Krangrel	Hobgoblin (Krangi)	Hobgoblin (Goblin)
Norr-Bharr	Fhokki (Torakki)	Dwarven
Nythok	Dejy (Anyth)	Fhokki
O'Par	Kalamaran (O'Paran)	Merchant's Tongue
Ozhvinmish	Svimohzish (Ozhvin)	Merchant's Tongue
Paru'Bor	Kalamaran (Paruvian)	Fhokki
P'Bapar	Kalamaran (P'Bapar)	Brandobian (eastern)
Pekal	Kalamaran (Pekalese)	Merchant's Tongue
Pel Brolenon	Brandobian (Mendarn)	Low Elven
Prompeldia	Brandobian (Eldor)	Hobgoblin
Reanaaria Bay, eastern, rural	Dejy (Khydo, various)	Dejy (Khydo, various)
Reanaaria Bay, western, rural	Reanaarese	Gnomish or Dwarven
Saaniema	Reanaarese	Merchant's Tongue
Shrogga-Pravaaz	Draconic (Kobold)	Merchant's Tongue
Shyff	Fhokki	Merchant's Tongue
Shynabyth	Dejy (Byth)	Fhokki
Shyta-na-Dobyo	Brandobian (eastern)	Dejy (Thondehe)
Skarrna	Fhokki	Reanaarese
Slen	Dejy (Evony)	Fhokki
Tarisato	Kalamaran (Tarisatan)	Hobgoblin (Tikor)
Tharggy	Fhokki (Hargg)	Dejy (Tharay)
Thybaj	Dejy (Narhino)	Fhokki
Thygasha	Dejy (Khydo, northern)	Merchant's Tongue
Tokis	Kalamaran (Tokisian)	Halfling
Torakk	Fhokki (Torakki)	Dejy (Evony)
Trarr	Fhokki	Dejy (Ridijo)
Ul-Karg	Hobgoblin (Kargi)	Hobgoblin (Goblin)
Vrandol	Brandobian (Mendarn)	Svimohzish
Xaarum	Reanaarese	Merchant's Tongue
Zazahni	Svimohzish	Elven
Zoa	Reanaarese	Merchant's Tongue

The tribes of the Elos desert are excellent riders of both horse and camel. They herd asses, hunt wild antelope and desert hares, and grow hardy crops of tubers wherever possible. Life in the desert is harsh, and these folk are as adaptable and enduring as the desert itself. Tribal names include the Murs, the Shanjens, the Hasheri and the Yataks.

The people of the Khydoban and its environs are about the same general size and build as their Reanaarian neighbors. Several tribes make up their primarily nomadic population, Dynaj and Thygasha being the major exceptions. These tribes live throughout the Khydoban wastes. Ruins miles into the Khydoban Desert bear testament to the magnitude of the empire they once ruled. These folk average less than five and a half feet tall, their bodies are big-boned but not ungainly, and their skin is a deep reddish-brown. The men consider a beard to be a sign of age and therefore wisdom.

The Dejy of central Tellene, who cover the Young Kingdoms and northern Kalamar (Pekal and O'Par), vary greatly from tribe to tribe. They include the Defohy and Fitonshir of Paru'Bor and Ek'Gakel, the Chors from the Banader River valley, the Ridijo from north of the Jendasha and the Shan-Gyr of the Adiv Hills. These tribes adhere most closely to their ancient tribal beliefs; these beliefs often include a disdain or enmity for those that infringe upon their lands, hunting grounds or areas that they hold sacred. Other tribes of the north and wild lands include Chinotan, Anyth, Byth, Thondehe, Evony, Tharay and Narhino.

The folk of the island colonies of Eldor and Mendarn, and many of the continental Dejy who live among their ruling nations, have soft brown skin and speak a slow musical language. The largest of these islands, Malavla, gives its name to all of these tribes. Malavlans build great artifacts, usually huge totems of wood or stone, and the islanders wear exotic clothing of grasses, feathers and shells. Masks are an important part of their life, and every special occasion calls for its own mask.

Few Dejy live on the island of Svimohzia, having long ago been driven deep into the Vohven or to the mainland by the more warlike races, especially the Kargi. Pockets still exist in the Vohven Jungle, where they keep to themselves. The Ahznoms believe the easternmost tribes, known as the Simay, to be barbaric, if not cannibalistic.

Dejy adventurers might be of any class, with barbarians, rogues and fighters being the most common among them. Their bards continue their oral histories and often hold prominent social positions. They favor the shaman variant of the druid class over the cleric. Dejy rarely become wizards though sometimes a sorcerer will emerge (often multi-classed with shaman).

Fhokki

"It is dangerous to confuse a Fhokki with a simple-minded barbarian. If you are right, no harm. But if you are wrong..." - Anonymous

The Fhokki tower over all other human races and have adapted to handle the bitter cold of their environment. Their hair ranges from platinum blonde to vibrant red to dark brown, and their skin color tends to be pale. Their fair faces often light up in laughter or redden in anger; they are an emotional and expressive people.

Traditionally, Fhokki live in extended families that dwell in log homes. Some Fhokki clans herd reindeer as their principal means of livelihood, others fish the plentiful depths of Lake Jorakk, and supplement their diet with deer taken from the thick forests of their homelands.

Fhokki inhabit the length and breadth of the Wild Lands. The Hurrkal and other clans live as far south as the edge of Reanaaria Bay, where they generally get along peaceably with the humans and demihumans there. The Trusk live in Skarrna and the Rokk Woods. The Kartorr and Roth clans range to the north and east further than Kalamaran scribes record.

Adventuring Fhokki principally become fighters, rangers or barbarians. They scorn rogues but admire bards (their own bards are masters of riddle, song and rhyme). They respect anyone who knows how to wield a greatsword or axe, be she a cleric or a fighter. They do not often become monks or arcane spellcasters; the Fhokki respect clerics, druids and shamans equally, and only a desperate man would harm them.

Kalamaran

"Give a Kalamaran a weapon, and he will give you thanks. This is when you should run." – Dwarven saying.

To hear a Kalamaran speak of his people's history, you would think that it was *his* idea to cultivate rice in the Alubelok Swamp, that he *personally* marched in formation against the Fhokki barbarians, and that *he* built Kolokar's Barrier with a brick in his left hand and trowel in his right. Kalamarans are as proud as the sun is bright, and others lament that the Kalamaran can usually make good his boast.

Kalamarans construct their homes, their arms and armor, and their cities with grandeur in mind. They exaggerate both size and detail, covering massive lintels with brilliant frescoes, and placing them above colossal doorways. Kalamarans decorate everything, especially their weaponry and martial accoutrements: "Know a Basiran by his surcoat," goes the saying, "and a Tokite by his shield."

Pure Kalamarans have blue eyes and dark red hair, features that are now prominent only among the nobility. They are tall, especially in the eastern Young Kingdoms and northern

Kalamar, where Fhokki blood runs strong. But Fhokki blood is hardly the only racial influence. Today's Kalamaran has unprecedented range in size, shape, build and coloration. Centuries of conquest and trade have given the Kalamarans access to every known race. In the Young Kingdoms, Kalamaran blood has mixed for centuries with Brandobian, Hobgoblin (especially in Korak and Ek'Kasel), Elven (especially east of Korak), scores of various Dejy tribes and Fhokki (in Paru'Bor). O'Par, Paru'Bor and Dodera have extensive Fhokki and Dejy influence intermixed with a smattering of Elven, Hobgoblin and Brandobian. Tokites share their Kalamaran blood with that of the Dejy, Fhokki, Elves, Brandobians, Svimohz and Reanaarians (the latter two through trade). Central Kalamar and Basir have intermixed with every conceivable race through trade, conquest and slavery. Tarisatans have generous amounts of Dejy, Hobgoblin, Orc and Goblin influence mixed with their already-diluted Kalamaran blood from the central holdings.

Among adventurers, Kalamarans prefer professions that allow them to experience as much as possible. They make brave fighters, dashing rogues and intrepid paladins. Except among Basirans, Kalamaran bards are rare, and barbarians are extremely rare, coming only from deep in the Alubelok Swamp or unruly Tarisato. Since Kalamar is the center for several powerful faiths, clerics are common as well, but druids come mostly from the Young Kingdoms or central Kalamar.

Reanaarian

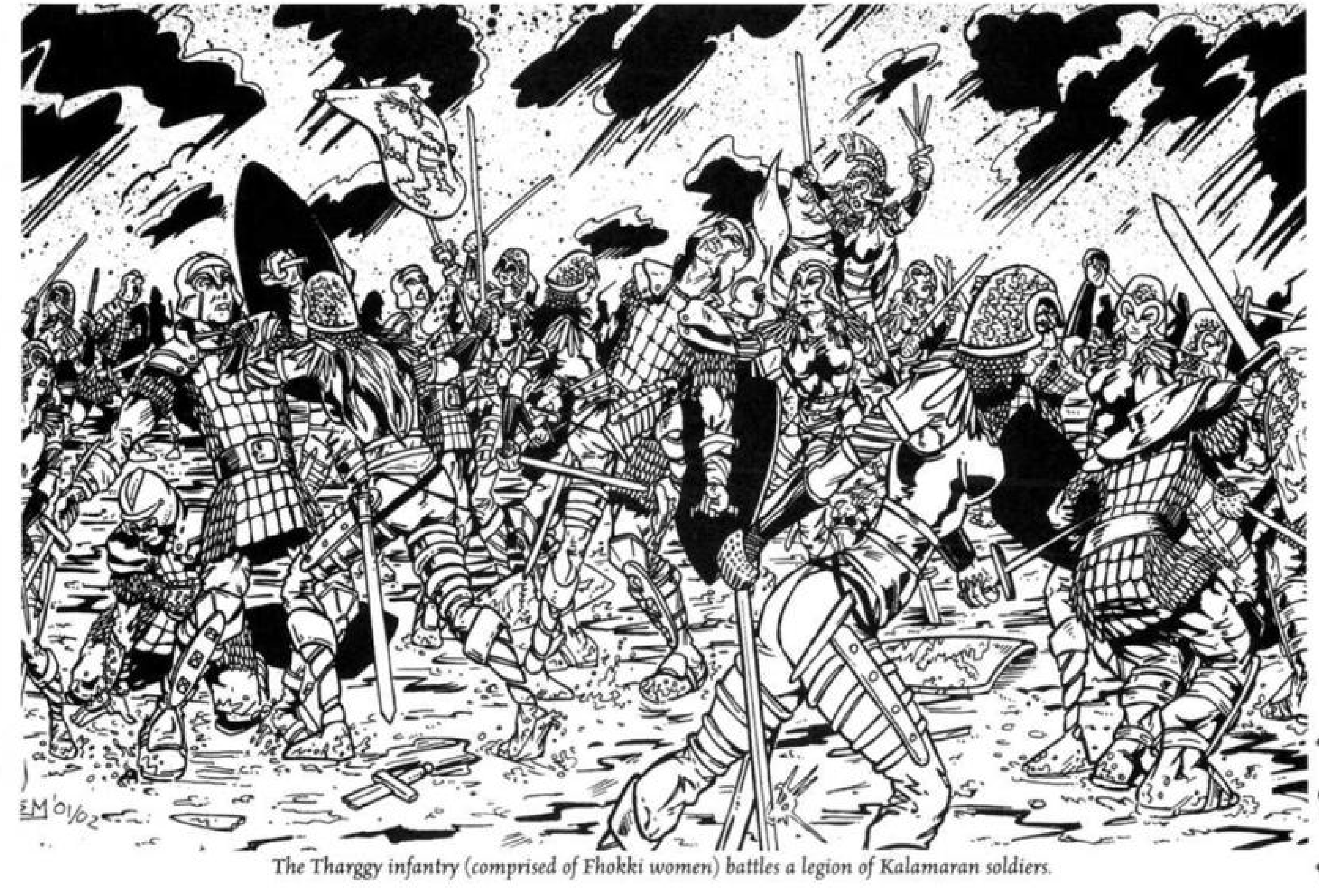
"Reanaarians are excellent diplomats. They let you have your way only when they know you are wrong." – Chelean, former pirate and smuggler, and current governor of U'Rudaketa

Reanaarians are medium in build, often stocky but rarely fat. They are a folk of extremes: they respect hard work, but they enjoy holidays and feasting. They are clever but appear dull and boring to outsiders. They are fascinated with magic but rarely pursue it as a class.

The Reanaarians, like the Brandobians, are inquisitive folk. Just as during the period of their great migrations, they explore their current home, the Reanaaria Bay area, without aims of conquest or glory. They enjoy the beauty of their home and rarely come into conflict with the dwarves, elves, gnomes or halflings who live there.

Reanaarians inhabit the western shores of the Bay, leaving the north to the Skarrns (Fhokki) and the east to the Dejy. Reanaarians who stray more than 100 miles inland are rare.

Reanaarians speak their own language among themselves and prefer others to use it as well, although nearly every craftsman, artisan, merchant and noble speaks Merchant's Tongue. Because of the great number of non-humans sharing their cities and neighboring their lands, many Reanaarians learn Dwarven, Gnomish, Low Elven or Halfling as well. Low



The Tharggy infantry (comprised of Fhokki women) battles a legion of Kalamaran soldiers.

Elven is a particularly popular choice near Zoa as many Reanaarians in that area share some elven ancestry.

Adventurers among the Reanaarians adopt the rogue class more often than any others. Fighters and clerics are less frequently encountered than average, while monks and barbarians are very rare. Druids usually hail from the Fautee Forest, the Sotai Gagalia Headlands or the Ka'Asa Mountains. Wizards are uncommon, and sorcerers rare.

Svimohz

"For every Svimohz you see, count four." – Merchant saying

Second only to the Dejy in diversity, the Svimohz have shiny black skin and a wide range of facial features that vary from region to region. The Meznams, for example, tend to be taller, with sharp angular features, long beards and athletic builds. The Zazahnii are less muscular, but their shorter builds make them look barrel-chested and ungainly.

The traditional Svimohzish custom of sprawling, close-knit families still exists, especially in Ohzvinmish, Meznamish and rural Zazahni. Family ties are very tight, and foreigners who fall in love with a Svimohz must make a good impression on the family or risk losing their paramour's affection.

Svimohz live throughout the island, except in Ul-Karg, which is wholly dominated by hobgoblins, and in the west, which many people avoid because of the Mendarn (formerly Pel Brolenese) colony of Vrandol. While the Mendarns are less belligerent than the Brolenese, many Svimohz formerly residing there have migrated east or north to friendlier places.

Historically, the Meznam people were a relatively small group that lived near the Zhano-mewhi Bay and moved north to the Mewzhano Bay. The Mewhi folk, from whom the Mewhi Marsh takes its name, now live in the foothills of the Tanezh Mountains, having fled the chaos in Zazahni. The Zassho, known for their shipbuilding and woodworking, are the principal inhabitants of Mezh-Vowmi Isle and the far eastern tip of Svimohzia.

Svimohz speak their own language, except in Ahznomahn (where they also speak Merchant's Tongue) and some of the folk who live near the Malachite Heights, where Dwarven is as common as Svimohzish.

Svimohz who adventure do so as fighters, rogues or clerics. Druids and shamans might hail from the Vohven Jungle, the central highlands or the Tanezh Mountains. Sorcerers come from scattered places across the island, but a surprising number call Zazahni home. The Zasshos produce eloquent bards. The Ohzvinmish have an introspective culture that holds monks in high respect, and some of the greatest monks on Tellene come from Ohzvinmish. Barbarians come from tribes deep in the Vohven Jungle.

DWARVES

"Better to face your danger today than to live in shadow tomorrow." – Dwarven proverb

Dwarves are common non-humans on Tellene, living either in well-fortified underground complexes or in sturdy stone buildings above ground. Relations with other races vary, but dwarves are reliable allies, skilled fighters and expert craftsmen. Dwarves often refer to themselves not as dwarves, or by their regional name, but by clan or nation (such as "Draskan" or "Karastan").

Hill Dwarves

Hill dwarves (also known as lowland dwarves, or "*adurek*" in Dwarven) are the most common type of dwarf, and are the typical examples of their kind. They follow the personality, physical description and alignment standards described in the *Player's Handbook*.

"Junk. It's just what I expected from orcs," Tasha said as she kicked at the pile of loot left over by the humanoid bandits she and her companions had just defeated.

"Junk?! Those swords were Barzaks, made in the finest smithy in the Young Kingdoms. They're each worth ten times that crude lump of lead Umil is carrying." Kand's tone was indignant. The dwarf stared up at his human companions.

Umil's eyes narrowed. "Then why weren't you the first to loot them?"

"You're missing the point. Why do bandits have Barzaks, which have no business in this area? They must have taken them from somebody else."

Tasha imagined a map of the area. "They were being smuggled into Norga-Krangrel!"

"Exactly," Kand nodded. "Now we have to worry about bandits, smugglers and hobgoblin warriors." He smiled. "And I thought this was going to be another boring walk in the woods."

Relations: Lowland dwarves get along best with gnomes, but trade often with halflings, humans and half-elves. While they respect elven warriors, they have little in common with elven culture or religion. In general, dwarves are polite but succinct, and their lack of solicitousness comes across as rude to cultures such as the Svimohzish, which consider such things as banter to be a necessary courtesy.

Dwarves prefer to live among other dwarves, not out of dislike for other races, but because they prefer their own customs, language and traditions. When dwarves live among humans or other races, they tend to work as artisans, craftsmen or mercenaries.

Hill Dwarf Lands: Adurek tend to live in vast underground cities. These communities rival human settlements in size, but this information is intentionally kept hidden from most humans. Large extended families live in smaller settlements of only a few hundred and these are scattered across Tellene, typically clustered around a rich vein of ore. Lowland dwarves can be found in the foothills of any mountains, but there are high concentrations near the Kakidela and Ka'Asa ranges. Because of their exile from Karasta, many lowland dwarves now live in southwestern Reanaaria as well.

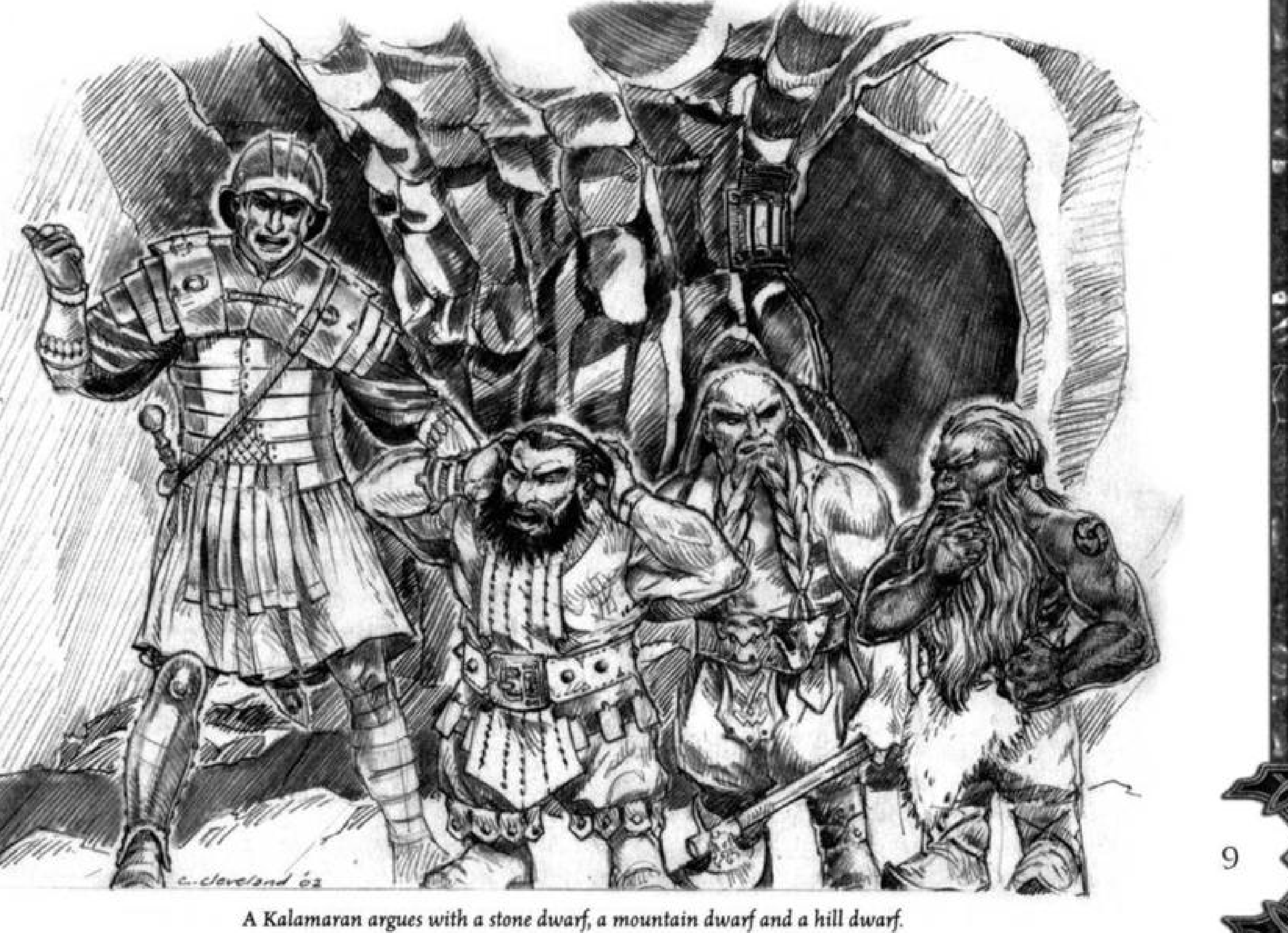
Religion: Adurek favor worship of the Founder, the Speaker of the Word, the True and the Powermaster. The Founder's teachings resonate with most lowland dwarves, even those who dedicate their lives to another god. Among dwarves of evil alignment, the most corrupting are the Emperor of Scorn, who plays upon their distrust of other races, the Jealous Eye, who plays upon their greed, and the Dark One.

Language: Lowland dwarves speak Dwarven among themselves, but they prefer to use another language with outsiders. Since it is difficult to master, the Dwarven language is difficult to comprehend and painful to hear when attempted by non-fluent speakers.

Adventurers: As adventurers, lowland dwarves make excellent fighters. Their skill at arms is renowned, and their hardiness and durability are legendary. Their endurance and discipline make them excellent shock troops. They also make faithful, dedicated clerics and paladins, wise druids and dependable sorcerers. Their culture scorns theft, but rogues who serve as mountain guides or spies against their racial enemies can earn respect. Adurek avoid wizardry and even sorcery is rare among them. They sometimes become very disciplined and powerful psions, but they are more likely to be deadly psychic warriors, fighting alongside their mundane allies with unusual skills.

HILL DWARF RACIAL TRAITS

- +2 Constitution, -2 Charisma: Lowland dwarves are stout and tough, but tend to be gruff and reserved.
- Medium-size: As Medium-size creatures, lowland dwarves have no special bonuses or penalties due to their size.
- Hill dwarf base speed is 20 feet.
- Darkvision: Lowland dwarves can see in the dark up to 60 feet. Darkvision is only in black and white, but is otherwise like normal sight, and lowland dwarves can function just fine with no light at all.
- Stonecunning: Stonecunning grants lowland dwarves a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that is not stone but that is disguised as stone also counts as unusual stonework. A lowland dwarf who merely comes within 10 feet of unusual stonework



A Kalamaran argues with a stone dwarf, a mountain dwarf and a hill dwarf.

can make a check as if he were actively searching, and a lowland dwarf can use the Search skill to find stonework traps as a rogue can. A lowland dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Lowland dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

- +2 racial bonus on saving throws against poison: Lowland dwarves are hardy and resistant to toxins.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus to attack rolls against orcs and goblinoids (goblins, hobgoblins and bugbears): Lowland dwarves are trained in the special combat techniques that allow them to fight their common enemies more effectively.
- +4 dodge bonus against giants: This bonus represents special training that lowland dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a character loses his positive Dexterity bonus to Armor Class, such as when he's caught flat-footed, he loses his dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items: Lowland dwarves are familiar with valuable items of all kinds (especially those made of stone or metal).
- +2 racial bonus on Craft checks that are related to stone or metal: Lowland dwarves are especially capable with stonework and metalwork.
- Automatic Languages: Dwarven and Merchant's Tongue. Bonus Languages: Giant, Gnome, Goblin, Hobgoblin, Orc, Terran and Undercommon. Lowland dwarves are familiar with the languages of their enemies and of their subterranean allies.
- Favored Class: Fighter. A multiclass lowland dwarf's fighter class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*). Lowland dwarf culture extols the virtues of the warrior, and the vocation comes easily to lowland dwarves.

Mountain Dwarves

Mountain dwarves are distrustful of outsiders and have a fierce racial pride. Whether this developed in their years of isolation in the mountains or forced them into years of isolation in the first place is a topic of debate. Regardless, mountain dwarves are skilled craftsmen, mountaineers and knowledgeable guides and trackers.

Urgaz retired to his chambers, still sweating from the fiery oration. His adrenaline was rushing after the emotional tirade. Judging by the boisterous replies from the crowd, his listeners had thought so, too.

"That was quite a speech, 'Gaz."

Urgaz whirled, wondering how another person could have entered the closet-sized room without being seen. He turned just in time to see a slender, glowing elf pass through the wall and have a seat in Urgaz's favorite chair.

"Aiwyn!" he shouted. "It is so good to see you again." He leaned over and embraced his old friend for a long time, then stepped back to lean against his desk.

"And you, old patriarch. I see that being the chief dogmatist for the Lord of Silver Linings gives you ample material rewards." Aiwyn spread his arms to encompass the cluttered room. His own garb, while lacking in the detail and tradition of Urgaz's vestments, was clearly worthy of any prince.

Urgaz shrugged.

"The work is its own reward." They both stared hard at each other, wondering if the rumors of disloyalty to their secret society were true.

"So," began Aiwyn. "Tell me how you have been. We have ten long years of catching up to do."

Physical Description: Mountain dwarves (known as "*rurok*" by other dwarves and often called highland dwarves by humans) are often shorter than hill dwarves, standing close to four feet tall. They have darker skin tones, and their hair colors include more reds and browns. Highland dwarves may be as heavy as lowland dwarves, but not always. Their life spans are comparable.

Relations: With regard to other races, the attitudes of highland dwarves stand out. They are less outgoing than lowland dwarves with gnomes and halflings, but they have a fine appreciation of elven workmanship, even if the elves put too much attention on form and not enough on function.

Alignment: Highland dwarves are less traditional than lowland dwarves and are more likely to be neutral good than lawful good. The more outgoing and open-minded among them may even become chaotic. They are rarely evil, but prolonged association with evil races can corrupt a highland dwarf.

Mountain Dwarf Lands: Highland dwarves live in all of the major mountain ranges. They prefer the high peaks that offer safety and seclusion, so there are concentrations of highland dwarves in the Ka'Asa, P'Rorul, Elenon and Deshada ranges.

Religion: Highland dwarves favor worship of the Holy Mother, the Eternal Lantern, the Night Watchman, and The Mule. Regardless of whom they worship, their reverence is likely to be deep, but their commitment to organized religion and ceremony will be weak. They do not often become clerics of faiths that require major signs of dedication, such as blindness or other maiming.

Language: Rurok speak the same languages as lowland dwarves.

Adventurers: Highland dwarves become strong fighters, but they make surprisingly skilled rangers as well, using their tracking abilities and familiarity with mountains to great effect.

MOUNTAIN DWARF RACIAL TRAITS

- +2 Constitution, -2 Wisdom: Highland dwarves are sturdy and untiring, but they have a hard time detecting deceit.

- Medium-size: As Medium-size creatures, highland dwarves have no special bonuses or penalties due to their size.
- Mountain dwarf base speed is 20 feet.
- Darkvision: Highland dwarves can see in the dark up to 60 feet. Darkvision is only in black and white, but is otherwise like normal sight.
- +2 racial bonus on Appraise checks that relate to metalwork; Highland dwarves are excellent smiths, and have a vast knowledge of metalworking. This replaces the lowland dwarf's bonus to Appraise rare or exotic goods.
- +2 racial bonus on Wilderness Lore checks when in the mountains. Furthermore, Wilderness Lore (specific to mountainous regions) is always a class skill for highland dwarves.
- Automatic Languages: Dwarven and Merchant's Tongue. Bonus Languages: Giant, Gnome, Goblin, Hobgoblin and Orc. Highland dwarves learn the languages of their enemies and allies.
- Favored Class: Fighter. A multiclass highland dwarf's fighter class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Stone Dwarves

Stone dwarves (known by other dwarves as the "*durvalk*") live deep underground, rarely encountering humans at all. Whether because they live in remote caverns, their enemies bar them from it, or they simply do not wish to make the effort, stone dwarves often spend their entire lives apart from non-dwarven races. Stone dwarves live brutal, demanding lives and have less respect for intangible rewards than their cousins nearer to the surface.

Stone dwarves are masterful miners, and their race has delved far and deep below the surface of Tellene. Here they have often encountered other subterranean races, and they wage a constant war against these evil races. As a result, stone dwarves have developed a unique fighting style for fighting in small caverns and confined passageways.

Hunor walked slowly and deliberately down the stone passage, his stocky frame hunched over in the small space. He fingered the grooves in his hand axes, where his hands had worn down the leather after years of use. He knew what he would find around the next bend, when he would arrive there, but it did not make this moment any easier.

Before he knew it, he had arrived at his destination. Years of patrolling these tunnels and caverns had imprinted a map of the area on his mind, and he could now navigate without concentrating on what he was doing. To his surprise, the small trap had not captured a troglodyte. Instead, the lean, lithe figure of a dark elf lay hunched on the ground. Hunor cursed under his breath. This was an ominous find, indeed.

"What are you doing here?" he growled in the drow tongue.

There was no response from the figure, but Hunor was too old to draw any conclusions from that. He spat on the crumpled form, deftly striking the dark elf in the face. Still, there was no response.

"Hungh!" he muttered to himself, as he began to drag the corpse with him. The patriarch would hear of this, for sure. If the drow were bold enough to use these tunnels, there was trouble brewing. And Hunor knew what that meant.

Personality: Stone dwarves are usually harsh and unkind, clear reflections of the world they inhabit. They live in small families that remain independent even of each other, though they band together when an outside threat calls for mutual protection. Stone dwarves are reticent. A long-winded stone dwarf is shunned by his peers.

Physical Description: Durvalk have gray or chalky white skin, and their hair and beards tend toward gray, charcoal or black. Eyes are black, deep brown, hard gray or (rarely) a cold blue. They are at least as bulky as lowland dwarves.

Relations: Stone dwarves distrust surface races. Other dwarves are the only race with which they consistently interact, and the limited trading that occurs is done exclusively with highland and lowland dwarves. An individual member of another race can earn the respect of individual stone dwarves through acts of courage or knowledge, but stone dwarf society never accepts outsiders. Stone dwarves hate all evil subterranean races, and would never willing work with them.

Alignment: Stone dwarves tend toward neutral or lawful neutral alignments. Those who tend toward evil (or actually are evil) ambush surface-dwellers that venture too close, while the good stone dwarves might act as guides.

Stone Dwarf Lands: No place above the surface is home to the stone dwarves. They populate large cavern systems under or attached to the Grottos, live in huge realms underneath the Dashahn Mountains, and mine deep below the Napalogo Hills.

Religion: Most stone dwarves worship the Founder, the Earth Mother or the Watcher. The Dark One, while not widely worshiped, is paid sacrifice to stay away and keep from harming their people. The Locust Lord also receives propitiation; hunger is always a danger underground.

Language: Stone dwarves do not often learn surface languages. They speak Dwarven and Terran fluently and might learn the languages of various enemies.

Adventurers: Stone dwarf adventurers are rare, but those who do choose to leave their underground are most often rogues. Fighters, rangers and clerics are less common, but not unknown. Though their isolation is ideal for monks, few stone dwarves choose that class. Wizards, sorcerers, and psions are quite rare.

STONE DWARF RACIAL TRAITS

- +2 Constitution, -2 Intelligence. Stone dwarves have a toughness that impresses even other dwarves, but they focus their mental energy on survival.
- Stone dwarf base speed is 20 feet.

- Darkvision: Stone dwarves can see in the dark up to 120 feet. Darkvision is only in black and white, but it is otherwise like normal sight.
- Stonecunning: Stone dwarves have the standard bonuses of lowland dwarves.
- Stone dwarves have no racial bonus when fighting giants. Giants do not thrive in the tight underground tunnels of their home, and stone dwarves have no experience fighting these creatures.
- +1 racial bonus when attacking with a light weapon. Stone dwarves are adept at fighting in confined spaces, and small, quick weapons are easiest to use in such circumstances.
- Skirmisher: When wearing light armor and using two light weapons, a stone dwarf is considered to have the Ambidexterity feat, whether he actually has the feat or not. The small tunnels and caverns of the stone dwarves make shields ungainly and hard to use effectively, and stone dwarves seek to end melee quickly by bringing down their foes.
- +2 racial bonus when using the Hide in Shadows, Move Silently or Search Skills underground. Generations of avoiding races such as dark elves and mind flayers have taught them to avoid even these perceptive creatures.
- +1 racial bonus on attacking rolls when fighting dark elves, troglodytes, mind flayers and grimlocks. Stone dwarves train in special combat techniques that allow them to fight their traditional enemies more effectively. Stone dwarves do not gain this bonus against orcs and goblinoids.
- +4 racial bonus on Craft checks related to stone.
- Automatic Languages: Dwarven and Undercommon. Bonus Languages: Draconic, Gnome and Terran.
- Favored Class: Rogue. A multiclass stone dwarf's rogue class does not count when determining whether she suffers an XP penalty for multiclassing.

ELVES

"To fade is to pass once. To die at the hand of another is to perish twice." – Dorlanisti, elven king of Doulathanorian

Elves live in villages and towns scattered throughout Tellene, usually loyal to a prince or a king that rules a loose hereditary monarchy. The oldest and most secluded of these settlements number in the tens of thousands, but these few are rare and exist only in deep forests. Elves gather in cities in the Lendelwood and the Kalalali Forest.

High Elves

High elves (also known as "*lathlani*" in Low Elven) are the standard representatives of the elven race. High elves on Tellene follow the personality, physical description and alignment standards described in the *Player's Handbook.*

"What's he doing now?" Corvril asked.

"I believe it is called 'trancing,'" his companion replied. "It's how they sleep, though I understand it is actually more like meditating."

"I don't think I'll ever get used to him. There ways are too strange. Is this really necessary?" Corvril disliked their new companion, and secretly hoped that they could get rid of him.

"Yes. Cyrnalar is the only one who is familiar with the magic involved in our assignment, and he is an able guide through the wilderness. I am just as uneasy as you are, but it cannot be avoided."

"Hrmmph. I just can't shake the feeling that he's plotting our demise."

"I would never consider such a thing, Corvril," the melodic elven voice said from behind him. "I have finished resting now, and will stand guard. You should get some rest, as we have a long day ahead of us."

Relations: Lathlani are content to remain within their lands and let the other races fight over the rest of the continent. They have grown weary of dealing with the short-lived races, especially the humans, and now prefer to let them run their course. However, should any race encroach on what the high elves perceive to be their domain, they will quickly learn what force has made the high elves one of the longest lasting races on Tellene.

The lathlani have the best relations with those demihuman races that live close to and respect nature: halflings, gnomes (forest gnomes in particular), half-elves, and other elves. While they respect the power and integrity of dwarves, they cannot understand their culture or the ways, and prefer to leave them alone. They are generally distrustful of humans, as they seem too eager to make and break promises, but tend to evaluate each one as an individual case. They look on half-hobgoblins and half-orcs as wretched creatures, only one step away from reverting to their barbaric nature. To the high elves, hobgoblins are more like a destructive force of nature, such as an earthquake, than a sentient race, and treat them as such.

High Elf Lands: High elves live all across Tellene, but their largest numbers are in Cilorealon, the Kalokopeli Forest and the Brindonwood.

Religion: Lathlani favor worship of the Raconteur, The Guardian, the Riftmaster, the Pure One and the Lord of Silver Linings. To a lesser extent, they also revere the Eye Opener, the Great Huntress and the Raiser. Religion is very personal to the elves. It is not uncommon for an elf of any class to have ranks in Knowledge (religion).

Language: High elves speak High Elven among themselves, but they use Low Elven when speaking to non-elves. They are adept linguists and usually understand Merchant's Tongue as well (they consider it a rather simple tongue) but rarely speak it, forcing their trade partners to use Low Elven (the "original" merchant's tongue).

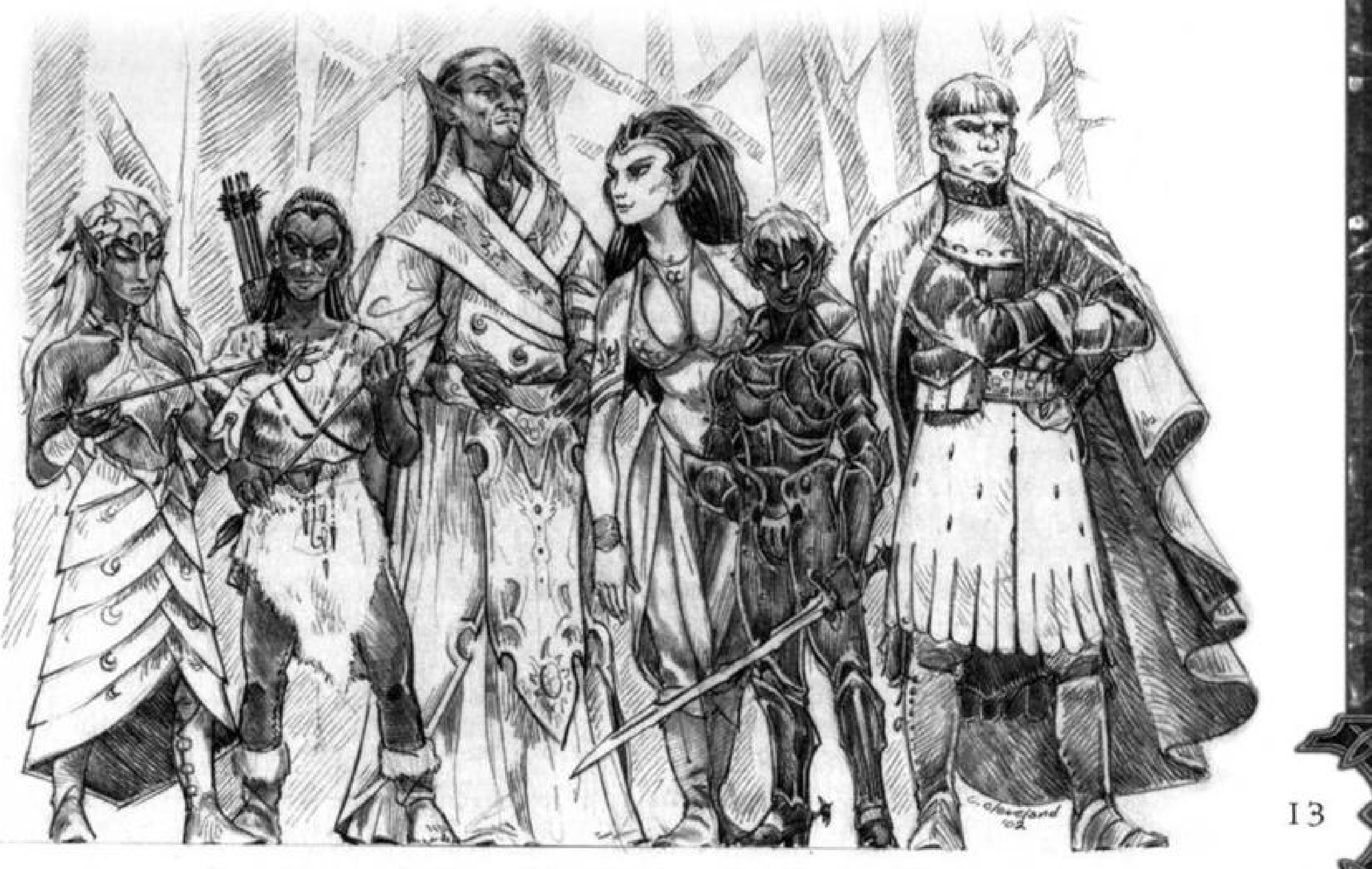
Adventurers: High elf adventurers are members of every class, but their natural affinity for magic makes them skilled wizards, and to a lesser extent, sorcerers. Their closeness to nature makes them ideal rangers and druids, and elven fighters display unparalleled skill with the longsword and longbow. High elves also make capable rogues and bards. High elven paladins and monks are rare, but not unheard of. A high elven barbarian would be a unique sight, and would have been the result of unusual circumstances.

HIGH ELF RACIAL TRAITS

- +2 Dexterity, -2 Constitution. High elves are graceful but frail. A high elf's grace makes her naturally better at stealth and archery.
- Medium-size: As Medium-size creatures, wood elves have no special bonuses or penalties due to their size.
- High elf base speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: High elves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with either longsword or rapier; proficient with shortbow, longbow composite longbow and composite shortbow. High elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.
- +2 racial bonus on Listen, Search and Spot checks. A high elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.' A high elf's senses are so keen that she practically has a sixth sense about hidden portals.
- Automatic Languages: Elven (both High and Low) and Merchants Tongue. Bonus Languages: Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan and any human language.
- Favored Class: Wizard. A multiclass high elf's wizard class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*). Wizardry comes naturally to elves (they sometimes claim to have invented it), and fighter/wizards are especially common among them.

Wood Elves

Wood elves (also called "*aralarai*" in Low Elven) are the rustic cousins of high elves. They live among the trees in simple homes that they can easily rebuild in case of disaster or humanoid attack. Wood elves tend orchards and groves that produce bountiful amounts of food under their diligent care, and the elves supplement this food with game. They share the elven appreciation for beautiful goods, although they are even less concerned with wealth as such. Wood elves cooperate well with other races—as long as those races respect their borders.



An uneasy conference between wood, wild, gray, high and dark elves – attended by a Brandobian human emissary.

"What are they doing, Hamir?" The young elf craned her neck, trying to see through the dense foliage that concealed them from the strangers on the ground. The three strangers were pointing about and talking in a foreign language. One of them held a piece of paper. He kept pointing at it and then at the small stream beside them. The three were obviously arguing.

"Trespassing." Hamir's tanned face was mottled by the light coming through the canopy above, giving him a grim and dark appearance. "We'll wait here for them to finish arguing, Harana, then we'll kill them. You shoot the woman with the staff, and I'll shoot the large, hairy one. I think I can fire a second time and kill the dwarf before he readies his crossbow." He made no move to his weapon but continued to watch impassively.

Harana was unsure, but she did not want to disagree too sternly with Hamir. He had a short temper with younger elves. "They seem to be lost."

"It could be a ruse," Hamir said, but the pause before his reply indicated that even he did not believe it. His indecision emboldened Harana. She preferred not to shoot strangers unnecessarily.

"I have an idea. Let me lead them back to the old human building, the empty one that guarded their road. It's only a mile away. If they are truly lost, then that road should be on their map and should guide them." She held her breath, half fearing a whispered tirade. Instead, Hamir nodded rapidly, as if relieved.

"And if they do not leave the woods then?"

"If not, it would make a good site for an ambush." If they were trespassers, an arrow was all they deserved.

Personality: Wood elves are jovial and friendly with their own kind and those they have accepted as friends. They are guarded and suspicious of strangers, and they do not give their trust easily. Wood elves enjoy celebrating holidays and playing musical instruments.

Physical Description: Where high elves have pale skin, aralarai boast dark skin that nearly matches the bark of the trees where they live. Their hair ranges from platinum blonde to chestnut brown and occasionally has a touch of auburn among the lighter shades. They dress in browns, greens and grays and wear jewelry only for special occasions. In general, wood elves find jewelry impractical. Wood elves do not sleep. Instead, they spend four hours each night meditating. This functions exactly like the high elf trance.

Relations: Wood elves prefer to live apart from humankind. Conflicts with other races have caused this desire for isolation. Wood elves tend to view lone strangers as scouts for larger groups of intruders, and large armed bands as raiders. Humans have been the worst of these invaders, and wood elves tend to shoot them first and ask questions later. Wood elves are likely to interrogate dwarf trespassers before deciding their fate, while they assume gnomes and halflings to be relatively harmless.

Alignment: Wood elves are as independent as high elves, but a strong druidic influence causes many to be neutral in alignment.

Wood Elf Lands: Large groups of wood elves live in the Lendelwood, the Brindonwood and the Edosi Forest, but smaller bands live in almost all major forests. They sometimes live with smaller numbers of high elves, and many individuals have friends or allies among the fey creatures of the forest.

Religion: Wood elves primarily worship the Mother of the Elements, but the Bear, the Guardian, the Great Huntress, the Coddler and the Watcher all have followers among them as well. They avoid the Landlord, the Overlord or The True. Evil wood elves worship the Unseen One, the Creator of Strife or the Confuser of Ways.

Language: Wood elves speak their own language (both High and Low) and make certain to understand the language(s) of any neighbors, whom they monitor closely. They consider learning a human language a necessity because of the global influence of human cultures.

Adventurers: Wood elves are versatile and individuals might adopt most any adventuring class. As fighters, they make superb archers, both accurate and quick. Wood elves also make sly rogues, skillful rangers and rugged druids. Their wizards are practical, preferring versatile spells to indiscriminately blasting *fireballs*, and their clerics are earthy folk who understand how best to use their wisdom to guide folk through daily life. Wood elves do not often become sorcerers. Those few who do usually have at least one other class, as well.

WOOD ELF RACIAL TRAITS

- +2 Dexterity, -2 Intelligence, -2 Wisdom. Wood elves must be agile to maneuver through their woods, but they prefer earthly pleasures to cerebral ones.
- Medium-size: As Medium-size creatures, wood elves have no special bonuses or penalties due to their size.
- Wood elf base speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Wood elves gain a +2 racial bonus to Listen, Search and Spot checks. A wood elf that merely passes within 5 feet of a secret or concealed door is entitled to a Search check as if she were actively looking for the door. A wood elf's senses are so keen that she practically has a sixth sense about hidden portals.
- Proficient with rapier or short sword; proficient with short bow, longbow, composite longbow and composite shortbow. Wood elves appreciate swordplay, but the tight confines of a forest do not allow the swing of a long sword and force them to develop skill with piercing weapons.
- +2 racial bonus to Wilderness Lore checks made in the wood elf's home forest.
- Automatic Languages: Elven (both High and Low) and one regional human language. Bonus Languages: Dwarven, Gnome, Halfling, Orc, Sylvan and other human languages.
- Favored Class: Ranger. A multiclass wood elf's ranger class does not count when determining whether she suffers an XP penalty for multiclassing. Ranger/druids are especially

common among them (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Wild Elves

If wood elves are rustic, wild elves are downright feral. They are nomadic, living wholly off the hunt and what food they can gather while on the move. Their movement patterns are not random, but designed to place them near different herds or vegetation according to that food source's migration or ripening cycle.

"Do you cook your food? You know, with fire?" This halfling was not the most tactful person in the world, Thrand thought. The ranger listened to the exchange between the urbane halfling rogue and the tattooed elven newcomer with interest. Thrand had extensive experience with these elves, but his friends had never seen them before. The elf's clanking bone jewelry was foreign to them. The way he spent all of his resting time repairing his clothing and his leather boots was downright bizarre. And his strange habit of sniffing at things alternately repulsed and amused the six people who relied on the elf's knowledge of the jungle for survival.

"Of course we cook our food," came the answer as the halfling nodded sagely. "What, besides fire, keeps out the evil spirits that would steal your soul and make you wander the shadow world?"

Thrand grinned and threw another log on the fire. It was going to be an interesting journey.

Personality: Among themselves the "*seleeris*" (as they are known in Low Elven), or wild elves, are active and joyful. They spend their days hunting and gathering food, and spend the night in dance and worship. Wild elves are communal folk. They eat as a group around a common fire, sleep in multi-family tents and hunt in large groups. Despite this, they retain many individual freedoms. Wild elves have the freedom to worship whomever they choose, the right to disagree (in words) with the chief's decision and the right to enter and leave marriage freely.

Physical Description: Wild elves are physically similar to wood elves, except that their skin is even darker, occasionally appearing as a polished mahogany. Their ears come to a sharp point, and often sweep back against the skull. Their clothing is rough and often very worn, but they decorate it with beautiful jewelry of semiprecious stones and copper, silver or gold. Wood elves meditate instead of sleeping. This is the same as the trance of high elves.

Relations: The seleeris are a reclusive but belligerent race that lives apart from most other civilizations by mutual agreement. When they do meet other races, their primary form of communication is a spear, and their ambassadors are likely to be powerful barbarians.

Alignment: As wild elves resent authority, their chieftains are more organizers than rulers. A chief's authority lasts only as long as the strongest warriors believe he remains wise. Seleeris are nearly always chaotic and might be neutral or good.

Wild Elf Lands: Wild elves live in the Voldorwoods, the northern reaches of the Brindon west of the Shadesh Bay and the Vohven Jungle.

Religion: Wild elves worship the Storm Lord, Battle Rager, the Great Huntress, the Guardian and the Raiser. They seldom worship or even acknowledge The Founder, the Landlord or the Vicelord. Evil wild elves follow the Rotlord, the Prince of Terror or the Locust Lord.

Language: Wild elves that live their whole lives within their own tribe speak no language other than High Elven. Warriors likely speak Low Elven and at least understand the language of nearby races.

Adventurers: Adventuring wild elves have been motivated to leave their tribe in search of new experiences. Wild elves are typically barbarians, but they might also be shamans, rogues, rangers, fighters or sorcerers. Few wild elves find the other classes attractive, especially wizardry.

WILD ELF RACIAL TRAITS

- +2 Dexterity, -2 Intelligence, -2 Charisma: Wild elves have the grace and power of wild animals and similar social charms. They scorn pointless scholarship, instead devoting their time to learning natural lore and the ways of their ancestors.
- Medium-size: As Medium-size creatures, wood elves have no special bonuses or penalties due to their size.
- Wild elf base speed is 30 feet.
- +4 racial bonus to Listen and Spot checks. Wild elves do not compete with humans for food and territory; they compete with dire wolves, trolls and bears.
- Automatic Languages: High Elven. Bonus Languages: Low Elven, Gnoll, Gnome, Halfling, Hobgoblin, Orc, Sylvan. Beginning wild elf adventurers are unlikely to speak any human languages.
- Favored class: Barbarian. A multiclass wild elf's barbarian class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Gray Elves

Gray elves (also known as "*doulathan*" in Low Elven) are the rarest of the elves, living in beautiful cities hidden away from the rest of the world. They are famed for their extensive knowledge, deep wisdom and powerful magic.

"Sire! A messenger from the north. He bears the jade ring!" The herald was distressed, his hair mussed and his chest heaving. King Dorlanisti tried so hard to teach the half-breed dignity, but the creature did not seem to want to learn.

"Control yourself, Nelanto." Dorlanisti used a steely, military tone. "Whatever danger our neighbors face has yet to threaten us." Inside,

he felt lost and afraid. The jade ring was a symbol of dire peril. The danger must be both extreme and immediate. War? A great fire? What could it be?

The guards passed the messenger, a tall elf dressed for riding. Despite the urgency of his message, he was visibly impressed at the majesty of the gray elf court. He recovered his composure, hustled forward and knelt in greeting. Imari let him kneel a moment longer than was polite.

"Rise and give me your message, neighbor." Friend would not have been quite right, would it? The elves in Cilorealon were distant in more ways than mere geography.

"You are of course aware of the great green dragon Ghanamoor. Five years ago, after an epic battle, one of our heroes managed to defeat Ghanamoor with no small amount of aid from Your Majesty." Dorlanisti nodded. He had given the promising champion a fine suit of magical mail from his own hoard. It was a well-appointed gift, in both fit and in its use. It also ingratiated his northern kin, a situation that had proven useful.

"The dragon has returned, and she is angry!"

Dorlanisti was later proud to boast that his face showed none of the panic he felt. Ghanamoor surely knew that Dorlanisti's aid led directly to the dragon's defeat, and dragons never forgave anyone or anything.

Personality: Gray elves are haughty creatures. They project either good intentions tinged with arrogance or depraved indifference, depending on their alignment. They are somber and dignified, and they do not tolerate familiarity or open affection from others.

Physical Description: The doulathan are the tallest of the elves. Their skin resembles that of high elves, although they might possess a golden tone. Their hair colors run light and their eyes are blue, green, brown or gray. On rare occasions, a gray elf has black eyes. Gray elves, unique among elven cultures, often have beards in their old age. Younger gray elves can grow them, but consider them horribly unfashionable. Gray elves do not require eight hours of sleep. They need only four hours of meditation, just like high elves.

Relations: Gray elves do not consider other races equals. They respect the dignity of lowland dwarves, tolerate high elves and ignore most other races. Gnomes can be annoying, especially the ones fond of practical jokes, while half-orcs are offensive. Surprisingly, they treat hobgoblins with some respect, usually because they show the same in return. Gray elves pay no attention to halflings. When they must, they are generally condescending.

Alignment: Doulathan are far less chaotic than their cousins. While they are often neutral good, they tend more toward lawful neutral or lawful good.

Gray Elf Lands: Gray elf cities have more stone and fewer trees than those of other elven civilizations, and their governments are similar in complexity to human nations. Gray elves live all over Tellene, but their greatest concentration is in the city of Doulathanorian in the Edosi forest. Individuals live throughout elven lands, preferring the company of other elves to that of the "lesser" races.

Religion: Gray elves favor worship of the Eternal Lantern, the Peacemaker, the Pure One, the Founder, the Mule, the Eye Opener and the Fate Scribe, with the largest following belonging to the Pure One. Their attitude toward others and their choice of religion might seem a contradiction. How can a race that holds others in disdain worship a goddess of love? The dichotomy is easily explained; they love other races in the way that a pet owner loves her pet.

Language: Gray elves consider themselves the trustees of ancient High Elven. Among the elves, they speak it exclusively. They speak Low Elven to other races. They typically learn to comprehend a human tongue or other popular regional language in order to better understand strangers, however, they are loath to speak in such barbaric tongues.

Adventurers: The desire for knowledge usually prompts a gray elf to take up a life of adventure, but experience in the real world or boredom can motivate them as well. A sage might become a mercenary, for example, so that he can write a book about the military organization of Korak. Wizards are their favorite class, and gray elves excel in the arcane arts. Their desire for knowledge and self-awareness leads a few to the life of a monk. More typically, they become clerics, fighters and bards. Less commonly, adventuring gray elves are paladins, rangers or rogues. Gray elf druids are rare, sorcerers very rare, and if there is a gray elf barbarian, she is probably unique.

GRAY ELF RACIAL TRAITS

- +2 Intelligence, +2 Charisma, -2 Constitution. Gray elves can achieve supernatural learning over their long lives, but their light bodies do not handle abuse well.
- Medium-size: As Medium-size creatures, gray elves have no special bonuses or penalties due to their size.
- Gray elf base speed is 30 feet.
- +2 racial bonus to Knowledge (arcana) checks. The teaching of lore to the young is standard, and gray elf youths can recite long passages of tales and tidbits of magic.
- Automatic Languages: High Elven, Low Elven and Merchant's Tongue. Bonus Languages: Celestial and Sylvan.
- Favored class: Wizard. A multiclass gray elf's wizard class does not count when determining whether she suffers an XP penalty for multiclassing; fighter/wizards are especially common among them (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Dark Elves

Other elves hide the existence of the dark elves (also known as "shadow elves" or, in Low Elven, "*drow*") in myth and legend, mixing fact with fantasy to conceal the existence of these hateful cousins. In fact, dark elves are as evil and treacherous as these tales tell.

Ameth moved through the comforting night with no more of a disturbance than a cool breeze. The sharp-eyed surface elves on watch did not blink an eye as he slipped past their blockade and into the trees below. A few agile steps later he was past their bow range and in the clear.

When he turned to make sure he was past the last of them, he glimpsed movement ahead. An instinctive dodge was all that saved his neck from a quick rapier poke. The moonlight caught a mithril blade pointed at his chest.

"Your kind aren't welcome here. Go back to your foul hole in the ground." The melodic voice told Ameth his foe was one of the oppressors who kept his people in the dark. He bit back his distaste and spread his hands open in a gesture of peace.

"Wait! I have come unarmed. I moved past your guards without harming them, despite the ease with which I could have done so. I just want to explore the world, to enjoy the same beauties that you do." Ameth had to avoid fighting. Anyone silent enough to surprise him had to be talented.

The leather-clad form in front of him hesitated, the point of the rapier wavering just a bit. Ameth continued his plea. "I want to taste the fresh fruit that falls from the trees, and the berries that grow in the daylight," he said. It was true; just two days ago, he had tasted his first blackberries, and he had stuffed himself full. "I want to see the silver light of the moon. I want to ride on the sea in a ship with real sails."

The rapier was lowered now, pointing at Ameth's feet. Then the figure's arm flexed and the blade prepared to rise again. "You're lying. You all do!" Ameth lunged, stepping on the sword and drawing a thin dagger from his wrist sheath. He gritted his teeth. "I want to be trusted and not attacked on sight." The shock on the elf's face was obvious and frozen in death as Ameth slid his dagger into an unarmored throat.

Ameth looked down at his fallen victim and shook his head. Being good, like learning to survive the searing sun, would take some time.

Personality: Drow are paranoid, ambitious and untrustworthy. Individuals might be furtive, bold or secretive.

Physical Description: In silhouette, a dark elf is indistinguishable from any other elf. In full light, however, its appearance is striking. Their skin is jet black, in sharp contrast to their white hair. Their eyes are amber, blood red or shades of violet. Dark elves, like high elves, meditate for four hours instead of sleeping.

Relations: Dark elves hate most other races. They enslave those that live near them and undertake long journeys to kill those distant. They respect mind flayers, whom they consider their equals, and fear the enigmatic aboleths.

Alignment: Dark elves are individually evil and strongly chaotic. Collectively, their society tends toward a more neutral sort of evil in that it does have an organized structure with strong repercussions for acting out of order (a lawful trait), but accepts frequent violations of the laws (a chaotic trait).

Dark Elf Lands: Dark elves live in cities underneath the surface of the earth. These cities are large enough to be self-sufficient (5,000 to 10,000), but they never grow to the size of large human cities because of space constraints, warfare and the chaotic nature of their inhabitants.

Religion: Drow clerics, who are exclusively female, are powerful leaders in drow society. The head of each clergy is also likely to be the matron of a noble house, each of which rules her lands with near-total power. Organized religion is an integral part of drow culture, though it is mostly for show. Most drow pay only lip service to the god they supposedly worship, while others propitiate a large number of gods.

The most popular churches are the House of Vice, the House of Knives, the Church of Endless Night and the Order of the Passionate One.

Language: Dark elves speak their own language. Despite their hatred, drow often speak the languages of other races because drow secrecy prevents them from teaching their own tongue to others. Their own natural Intelligence also makes it fairly simple to learn other languages. They tend to speak Drow, Undercommon, Low Elven (reluctantly) and sometimes Merchant's Tongue, plus a diverse array of other languages common to subterranean creatures.

Adventurers: Adventuring drow are either on a mission of destruction or renegades, and sometimes both. These renegades seek notoriety among the surface-dwellers, hoping that their terrible deeds will allow them to become members of the drow society once again. Rare and short-lived is the drow who abandons his old ways entirely and turns to good.

DARK ELF RACIAL TRAITS

- +2 Intelligence, -2 Constitution. Dark elves are clever and quick learners, but they suffer from the same physical frailty as other elves.
- Medium-size: As Medium-size creatures, dark elves have no special bonuses or penalties due to their size.
- Dark elf base speed is 30 feet.
- Darkvision: Shadow elves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and drow function just fine with no light at all.
- +2 racial bonus to Escape Artist, Move Silently and Spot checks. Dark elves have a +4 racial bonus to Hide checks.
- +2 racial bonus on Alchemy checks to identify or make poisons.
- Light sensitivity: In direct sunlight, or within the radius of light from a *continual flame* or *daylight* spell (or similar effects), a drow suffers a -1 penalty to all skill checks, attack rolls and saving throws.
- Automatic Languages: Undercommon and Drow. Bonus Languages: Abyssal, Draconic, Ignan and Terran.
- Favored Class: Varies with sex: cleric for females, wizard for males. A multiclass dark elf female's cleric class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*). A multiclass dark elf male's wizard class does not count when determining whether he suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

GNOMES

"You have to be a gnome of some sense to know how to lie well." – Gaini, gnome illusionist

Gnomes prosper both on their own and as productive members of another society. Nominal kings lead their own cultures, with actual governmental duties handled by a handful of ancients. Gnomes are prevalent in the eastern parts of Tellene, especially Reanaaria Bay.

Rock Gnomes

Rock gnomes (also known as "*dalgul*" in the gnome language) are the standard gnomes of D&D. They conform to the personality, physical description and alignment description of gnomes in the *Player's Handbook*.

The human figure charged, his sword held high and his fearsome armor shining in the sunlight. As he swung his weapon down, he appeared to flicker, and then disappear.

"Awww. What am I doing wrong? Why won't the image stay?"

"If you don't believe yourself that the image is real, how can you expect your opponent to do so?" Gultemp replied. Salipa was a good student, but she still had many lessons to learn.

"But the image isn't real!" she protested. "That's the whole point. It's an illusion."

"I think you will find that much in this world is an illusion, Salipa. What is important is not whether a thing is real, but whether someone believes that it is real. Belief is a powerful tool, and you must learn to shape it in all situations, not just magic. Now try again, and this time, believe."

Relations: In general, gnomes prefer to be among their own kind instead of other races. When they do venture out, gnomes are the most comfortable with the other "short" races: halflings and dwarves. They feel the most kinship with dwarves, as they both live underground and enjoy gems and mechanical contraptions. Halflings can be a little simple at times, but as long as they tolerate a few jokes, the gnomes consider them fine companions. Gnomes are more distrustful of the "taller" races. Though they share many of the same opinions, or perhaps because of it, gnomes leave the elves alone and vice versa. Half-elves and humans are more of an enigma to the gnomes, and they prefer to judge them on a case by case basis. Half-orcs and half-hobgoblins are just a little too dangerous to be trusted fully. Gnomes hate hobgoblins because they see them as big bullies.

Rock Gnome Lands: Their principal settlements lie in the hills of the Young Kingdoms, the Dopromond Downs and north central Kalamar. A large rural population lives throughout the Jorakk/Jendasha River valleys in the Wild Lands. Some rock gnomes also dwell in northern and western Svimohzia.

Religion: Gnomes favor worship of The Holy Mother, The Peacemaker, The Guardian, and The Raconteur, and to a lesser extent The Mule, The Eye Opener and Risk.

Language: Dalgul prefer Gnome from old habit. When they speak with humans or others, they use the Merchant's Tongue, sprinkled with words from their own language that do not translate well.

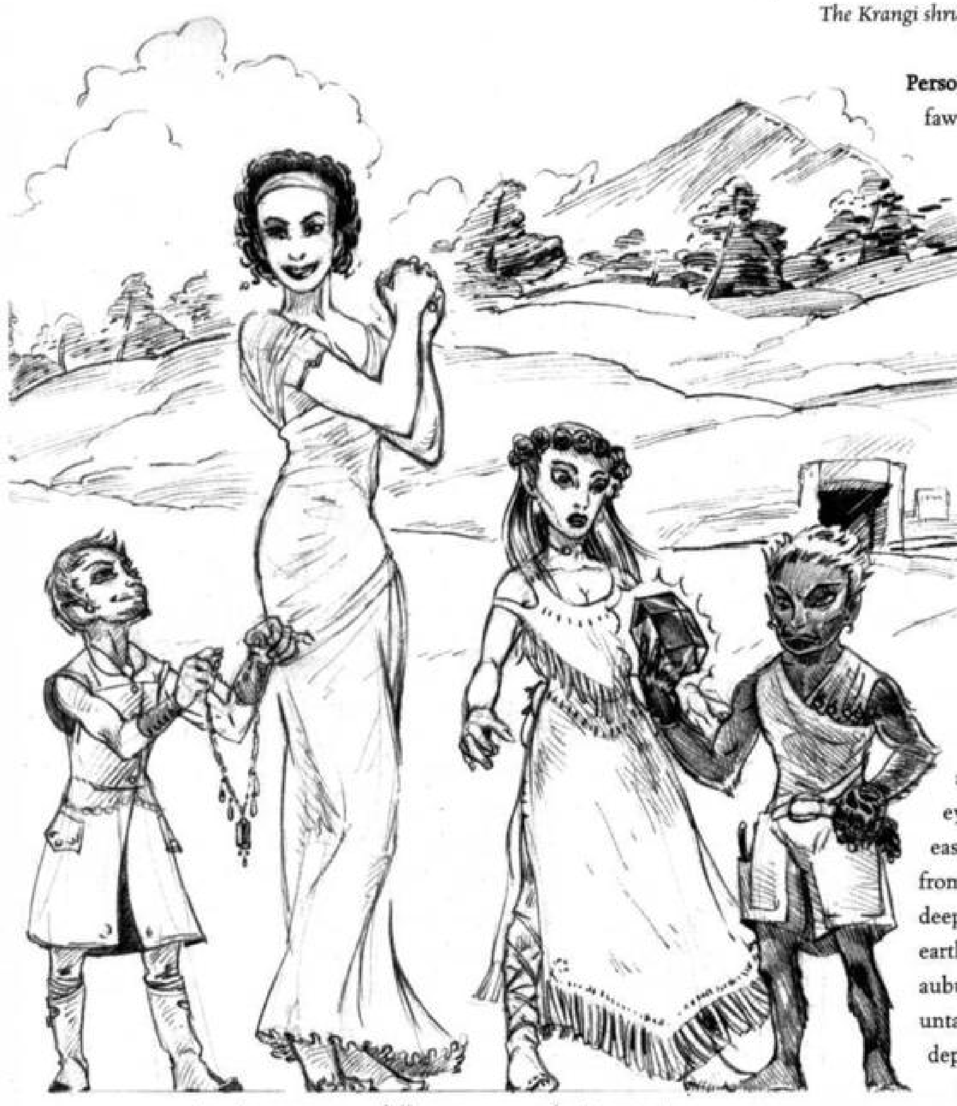
Adventurers: Rock gnomes generally adventure as a way to satiate their curiosity, though they do so for all reasons. Gnomes are most likely to adventure as wizards, specifically illusionists. They are adept sorcerers as well. They also make dependable fighters, and to a lesser extent, rangers. The dalgul love of trickery makes them able rogues and bards. Paladinhood coincides well with many rock gnome beliefs, but most gnomes lack the necessary dedication or zeal, so gnome paladins are uncommon at best. Rock gnomes do become clerics and druids, but not with much frequency. Rock gnome monks are rare, and rock gnome barbarians are almost unheard of.

ROCK GNOME RACIAL TRAITS

- +2 Constitution, -2 Strength: Like dwarves, rock gnomes are tough, but they are small and therefore not as strong as larger humanoids.
- Small: As Small creatures, rock gnomes gain a +1 size bonus to Armor Class, a +1 size bonus to attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters those of Medium-sized characters.
- Rock gnome base speed is 20 feet.
- Low-light Vision: Rock gnomes can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against illusions, because gnomes are innately familiar with illusions of all kinds.
- +1 racial bonus to attack rolls against kobolds and goblinoids (goblins, hobgoblins and bugbears): Rock gnomes battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus against giants: This bonus represents special training that gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a character loses his positive Dexterity bonus to Armor Class, such as when he's caught flat-footed, he loses his dodge bonus, too.
- +2 racial bonus on Listen checks: Rock gnomes have especially keen ears.
- +2 racial bonus on Alchemy checks: A gnome's sensitive nose allows him to monitor alchemical processes by smell.
- Automatic Languages: Merchant's Tongue and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Halfling, Hobgoblin and Orc. Rock gnomes are friendly with most non-human races of good alignment, and they also learn the

languages of their closest enemies. Once per day a gnome can use *speak with animals* as a spell-like ability to speak with a burrowing mammal (a badger, fox, rabbit, etc.). This ability is innate to gnomes. It has a duration of 1 minute (the gnome is the equivalent of a 1st-level caster when he uses this ability, regardless of his actual level). See the spell *speak with animals* in the *Player's Handbook.*

- Gnomes with Intelligence scores of 10 or higher may cast the 0-level spells (cantrips) *dancing lights, ghost sound,* and *prestidigitation,* each once per day. These are arcane spells, and as such the gnome suffers spell failure penalties for wearing armor. Treat the gnome as a 1st-level caster for all spell effects dependent on level (range for all three spells and duration for *ghost sound*). See the spell descriptions in the *Player's Handbook.*
- Favored Class: Illusionist, which is a wizard who specializes in casting illusion spells (see the *Player's Handbook*). A multiclass gnome's illusionist class does not count when determining whether he suffers an XP penalty (see Experience for Multiclass Characters in the *Player's Handbook*).



A rock gnome sccessfully woos a comely Reanaarian woman, while a deep gnome tries his own surly advance on a forest gnome.

Forest Gnomes

Though called forest gnomes, the "*fulmaran*" (for so they are known in the gnome language) may also be found in well-hidden and secure jungle homes. As their name implies, they favor the outdoors; they are more comfortable standing in full daylight than in a dim cave.

"Prepare to taste steel!" threatened the Krangi, spitting his sibilants. His thick black scimitar, already bloodied by the murder of the pilgrims Ferfel had joined the night before, swung heavily through the air as he lumbered toward the cornered forest gnome. "Do you have any last requests before I split your spleen and sliver your liver?"

"Yes, I do," replied Ferfel, pulling his twisted shirt through his belt to remove the wrinkles. "And you are very noble to ask, since you so obviously have me at a disadvantage." The Krangi cocked his head in surprise. "Please, if you will be so kind," Ferfel began, as he did his best to straighten his hair with his fingers. "I pray that you do me the honor of stabbing me with that dirk at your side instead of slicing me in half with your fearsome sword. I would not desire to have my head taken off in case my family should happen by and wish to recover my body."

The Krangi shrugged and obliged. The rodent did say "please."

Personality: Forest gnomes appear servile and fawning with others. They are not really sycophants, but constant flattery and self-deprecation are part of their culture. They are almost obsessive about cleanliness, and they dislike dirt and disorder in their homes. Forest gnomes place great importance on appearance and image.

Strangers often think that this attitude means that gnomes are weak and easy to exploit. In fact, attempting to abuse forest gnomes can be lethal. While a gnome might readily admit when she is defeated (and claim that luck was on her side when victorious), she fights fiercely and skillfully in defense of home, family or virtue.

Physical Description: Forest gnomes are taller than rock gnomes, with bushy eyebrows and beards, wiry frames and easygoing personalities. Their skin varies from that of a lightly tanned Kalamaran to the deep brown of a teak side table. Their eyes have earthy colors, and their hair is sandy blonde to auburn to chestnut. Clothes range from untanned hides to embroidered satin robes, depending on the gnome's wealth. Regardless of the clothing, it is likely to be neat and in good repair.

Relations: Fulmaran co-exist even better with other races than rock gnomes do, but only as long as those other races are of good alignment. Forest gnomes despise evil and fight against it as the situation allows.

Alignment: Forest gnomes run the gamut of alignments, although if a majority is represented among them, good outnumbers evil, and chaos is slightly more popular than good. Their race has produced both sainted paladins and damned villains.

Forest Gnome Lands: Forest gnomes live in the Fautee Forest, the Rokk Woods, the Kalasali Woods and other wooded places.

Religion: The Raiser, the Peacemaker, the Lord of Silver Linings, the Guardian, the Eye Opener and the Bear all have followings among the forest gnomes. The Guardian is the most popular of these, and a large number of forest gnomes join or aid the Brotherhood of the Broken Chain. Among evil forest gnomes, the Vicelord and the Confuser of Ways are most prominent. In any case, large temples are rare among them, since forest gnomes prefer informal worship at a household shrine to bustling congregations in a crowded city temple.

Language: Like other gnomes, fulmaran speak the languages of the races with which they trade and war most often.

Adventurers: Rangers, druids and rogues are the most popular classes for forest gnomes. Sorcery is not uncommon among them, although they rarely advance far in it. Few become wizards. They are probably the most likely small race to become monks, and on occasion some become paladins, particularly those with lifelong goals of justice and freedom. Forest gnomes become clerics less commonly than other races because of their distaste for cumbersome clerical hierarchies. They very, very rarely become barbarians.

FOREST GNOME RACIAL TRAITS

- -2 Strength, +2 Wisdom, +2 Charisma. While small and weaker than humans, forest gnomes are perceptive and shrewd.
- Small: As Small creatures, forest gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Forest gnome base speed is 20 feet.
- Low-light Vision: Forest gnomes can see twice as far as humans can in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against illusions, because forest gnomes are innately familiar with illusions of all kinds.
- +1 racial bonus on attack rolls against kobolds and goblinoids (goblins, hobgoblins and bugbears); forest gnomes battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus to AC against giants: This bonus represents special training that all gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a character loses his positive Dexterity bonus to Armor Class, such as when he is caught flat-footed, he loses this dodge bonus as well.
- +2 racial bonus to Diplomacy. A gnome's ability to speak well determines his success among his peers.
- Automatic Languages: Merchant's Tongue and Gnome. Bonus Languages: Draconic, Dwarven, Low Elven, Giant, Halfling, Hobgoblin, Orc, Sylvan and any local human language. Gnomes are friendly with most non-human races of good alignment, and they also learn the languages of their enemies. Once per day a gnome can use *speak with animals* as a spell-like ability to speak with a burrowing mammal (a badger, fox, rabbit, etc.). This ability is innate to gnomes. It has a duration of 1 minute (the gnome is the equivalent of a 1st-level caster when he uses this ability, regardless of his actual level). See the spell *speak with animals* in the *Player's Handbook.*
- Forest gnomes may take Balance, Escape Artist, Hide and Move Silently as class skills, regardless of their character class.
- Favored class: Rogue. A multiclass forest gnome's rogue class does not count when determining whether she suffers an XP penalty for multiclassing and ranger/rogues are especially common among them. Their rogues tend to be outdoor guides or scouts rather than thieves. They are especially fond of the infiltrator class (see page 43).

Deep Gnomes

Deep gnomes are very rarely seen by others, for they live hidden within the many caverns and lairs beneath Tellene's surface. As with elves and dark elves, deep gnomes are shunned by their aboveground relatives. Deep gnomes are as sullen, withdrawn and suspicious as the other gnomes tell.

"Which way, Domarth?" the elf asked, a slight tremor in her voice.

The mind flayers were surely still in pursuit, hoping to avenge the deaths of three of their leaders and recover the lustrous rubies in her pocket. A split in the rocky tunnel confused her. One way might lead to the surface and escape. The other could put them back in the four-fingered hands of the mind flayers.

"What do I look like – a map?" Domarth snapped. "Pay attention."

Elsenya waited patiently for the tirade to pass. After 12 years together, she knew his mood and how to work past his apparent belligerence. "The mind flayers don't need to see us to find us, 'Marth. We have to keep moving. You're better at this than I am."

The deep gnome grunted acquiescence at the compliment. "Take the left. It goes deeper now, but it leads to a waterfall. We can climb up the side to reach the level of the troglodyte tribe. Once there, the passage bribe we paid them should allow us access back through."

"And if not?"

The deep gnome started walking. "Then we kill some trogs. The survivors will let us pass."

Personality: Deep gnomes (also called "*mythar*") are an antisocial, warlike race. They live in isolated cities where they war with other races for domination of the underground world. While deep gnomes are slightly more benign than their foes, they are often just as quick to judge–and destroy–outsiders who venture into their realms.

Physical Description: The rare and reclusive mythar have muscular forearms, hairy bodies and thick, powerful hands. Their skin is steel gray to flat obsidian in color, and their eyes range from maroon to mahogany to jet.

Relations: Deep gnomes are initially hostile to strangers, whom they view as potential invaders. Even after befriending others, deep gnomes are not affectionate, and determining where you stand with them is difficult. As a race, they do not seem to like or dislike halflings or gnomes. Humans are usually alien and strange to them, so they view them with guarded curiosity. They base their conception of elves on dark elves, so they are naturally inclined to distrust them.

Alignment: Deep gnomes are detached and try to avoid questions of ethics. Most are therefore neutral. Their society favors law over chaos.

Deep Gnome Lands: The largest cities of the deep gnomes are underneath the Jorakk Mountains, where forest gnome legends talk of the grand cities of bustling Melkevia, the crystalline towers of Azurtal and the labyrinthine streets of Chadoka.

Religion: Deep gnomes generally worship a single patron deity chosen by the ruler of their city. The idea of free religion is strange to them. The Guardian, the Old Man, the Speaker of the Word and the Fate Scribe are all worshiped in one city or another. A few cultural dissenters might worship any of the gods. Of those, the Emperor of Scorn, the Watcher and the True are the most popular. Few deep gnomes have even heard of the Traveler, the Shimmering One, the Great Huntress or the Storm Lord.

Language: Mythar share the language of other gnomes, speak Undercommon, and are familiar with other languages used underground as well.

Adventurers: Traveling to the surface is a rite of passage for a deep gnome. They tend to adopt classes and jobs that allow them to see features they never see below ground. Deep gnomes become fighters, rogues and clerics. Less often, they become monks or sorcerers. While the lifestyle of a bard is ideal for the traveling they seek to accomplish, deep gnomes consider the typical bard too frivolous. If a deep gnome becomes a wizard, which is unusual, he typically specializes in Conjuration or Transmutation. A deep gnome who adopts the right lifestyle could become a barbarian or druid, but the circumstances around such a class choice would be highly unusual.

DEEP GNOME RACIAL TRAITS

- +2 Constitution, -2 Strength. Deep gnomes are tough and unyielding, but otherwise no stronger than other creatures of similar size.
- Small: As Small creatures, deep gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Deep gnome base speed is 20 feet.
- +2 racial bonus on saving throws against illusions, because deep gnomes are innately familiar with illusions of all kinds.
- +2 racial bonus to Fortitude saves against poisons. Deep gnomes are tough and their strange underground diet gives them a natural resistance to many common toxins.
- Automatic Languages: Gnome, Undercommon and Terran. Average deep gnomes speak only their own dialect of Gnome, which surface gnomes and others can understand with difficulty. Deep gnomes have no vocabulary for common surface features, such as the sun, the moons, trees, stars, etc. Exceptional deep gnomes might speak Merchant's Tongue or Dwarven.
- Favored Class: Fighter. A multiclass deep gnome's fighter class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

HALF-ELVES

"Am I unhappy being both human and elf? No. I can only be miserable if I think myself so." – Aladis the fletcher

Half-elves (called "*tel-lathlan*" in Low Elven) do not live apart in their own cultures. They may or may not be accepted among either their human or elven parent's culture, depending on the society in question. Generally, elves accept them, but rapid development marks the half-elf, since he outstrips his childhood friends and joins the ranks of adults before he is ready by elven standards. Half-elves conform to the personality, physical description and alignment standards listed in the *Player's Handbook*.

In human cities and towns, people regard the half-elf as an exotic curiosity or an unwelcome outsider, depending on the location. Eldorans look poorly on anyone other than themselves, while Reanaarians generally do not consider race a factor in determining a person's worth.

Relations: Half-elves are naturally friendly towards all races because of their in-between status. They get along best with humans and elves, since they share some heritage with those two races. They are friendly towards all other races, though they share a certain bond with the other half breeds: half-orcs and half-hobgoblins. However, unlike their half breed cousins, half-elves find life much easier.

Half-elf Lands: Half-elves as a race do not posses any lands unto themselves. Instead, they can be found in any human and elven city, and many other places throughout Tellene.

Religion: Half-elves are not likely to become followers of any one religion, but they are likely to venerate the Watcher, Risk or the Raconteur over the other gods. Half-elves most often display a mixture of beliefs.

Language: Half-elves do not have a language unto themselves, and thus speak the language of whatever culture in which they were raised. Often this means that half-elves speak Low Elven and at least one human language. Since half-elves do their share of wandering, many often speak other languages as well.

Adventurers: Half-elves are natural adventurers, as they never really have a home. Their elven heritage makes them able wizards and sorcerers, and their human half makes them extra versatile. Half-elves generally choose all classes with equal frequency, with slightly more choosing arcane disciplines, and fewer choosing the paladin or cleric.

HALF-ELF RACIAL TRAITS

- Medium-sized: As Medium-sized creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elven base speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision: Half-elves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +1 racial bonus on Listen, Search and Spot checks: Half-elves do not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.
- Elven Blood: For all special abilities and effects, a half-elf is considered and elf. Half-elves, for example, can use elven weapons and magic items with racially specific elven powers as if they were elves.
- Automatic Languages: Low Elven and one regional human language or Merchant's Tongue. Bonus Languages: Any (other than secret languages, such as Druidic). Half-elves have all the versatility and broad (if shallow) experience that humans have.
- Favored Class: Any. When determining whether a multiclass half-elf suffers an XP penalty, her highest-level class does not count (see Experience for Multiclass Characters in the *Player's Handbook*).

HALF-HOBGOBLINS

"Life is hard. So is death. Which would you rather have?" – sil-karg adventurer Kelghaz Hazar

Half-hobgoblins (called "*sil-karg*" in the Hobgoblin tongue) have been around since before written history, appearing first on the edge of civilization and then creeping into it. Human folklore usually paints them as unfortunate victims, unable to avoid turning to evil in a crisis, as their hobgoblin taint overcomes them. Hobgoblin tradition calls them wayward, and a threat to civilization. Neither welcomes them.

"He's no different than any other hobgoblin, human blood or not," the Kalamaran said. "I say we kill him."

"Do you think I don't speak your language? Do you think I don't hear?" challenged Chord. Prisoner or not, he was not some dumb beast.

"Watch your tongue, filth. Don't forget how you came to be here." Talaran's voice was quiet, silky smooth and sinister. There was no hiding the murder in his tone.

"It was a spell! It certainly wasn't that woman's blade you're carrying!"

"Enough!" Nuan (the dwarven leader of the party) called, intervening before the Kalamaran ranger could kill the half-breed. She did not appreciate the half-hobgoblin's comment, but it was no reason to kill him. Woman's blade, indeed. Her own urgrosh was an instant away from sweeping him off his legs when the gnome's spell put him to sleep.

"He's a liability that we can't manage, but I think we can trust him not to hound us any further." She turned to their captive. "In exchange for your life, will you promise not to follow us or tell anyone we came this way?"

The half-hobgoblin spit at her. The ranger swung a heavy boot that connected with the half-hobgoblin's face. This time Nuan waited until the blow connected before she pulled the ranger back. She thought hard, trying to remember what it was the guide had said about these people before the beholder disintegrated him. Whatever she decided, it should appease the ranger, too, since she had to live with him until this mission was over.

"Then earn your freedom, with no promises. If you defeat Talaran in an unarmed match," she thrust her chin at the Kalamaran, "then you can demand an item from us in tribute. If he wins, you surrender your sword and don't cross our path again."

It was a fair chance, Chord thought. That was all he ever asked for. He nodded acceptance, unaware of the toothy grin on his face.

Personality: Half-hobgoblins try to fit into whichever society they live in. Their eagerness to conform often results in an over-the-top scramble to be as honorable as a pure hobgoblin, or as resourceful as a human. Sil-karg in hobgoblin society often end up as social martyrs, taking on every burden imaginable so that their peers consider them honorable. Those in a human society are curious, eager to try new things and new ways of doing old things, even if the new way is clearly no better than the old way.

Physical Description: Half-hobgoblins look like bulky humans, with square features, large hands and strong shoulders. Their skin is reddish, similar in tone to the Kakado Dejy tribe of the Young Kingdoms. They tend to dress in an awkward combination of utilitarian clothing and elaborate jewelry.

Relations: Half-hobgoblins manage to cooperate best with humans, hobgoblins and dwarves. They dislike elves, like halflings (but tire of them easily) and avoid gnomes. They fit in most smoothly with those human societies that have, for the most part, come to accept them (such as in the Lands of Tarisato).

Alignment: Individual sil-karg can represent any alignment. They might follow the lawful tendencies of their hobgoblin parent or rebel against them. Their human parentage contributes to an individuality that makes them hard to predict.

Half-Hobgoblin Lands: The sil-karg do not have their own lands. They share space with either the humans (in Tarisato, Prompeldia and increasingly in other city-states of the Elos) or their hobgoblin parents (in Norga-Krangrel, Tarisato or Ul-Karg). The city of Prompeldia has developed a sizable sil-karg quarter that is threatening to become large enough to count as its own culture.

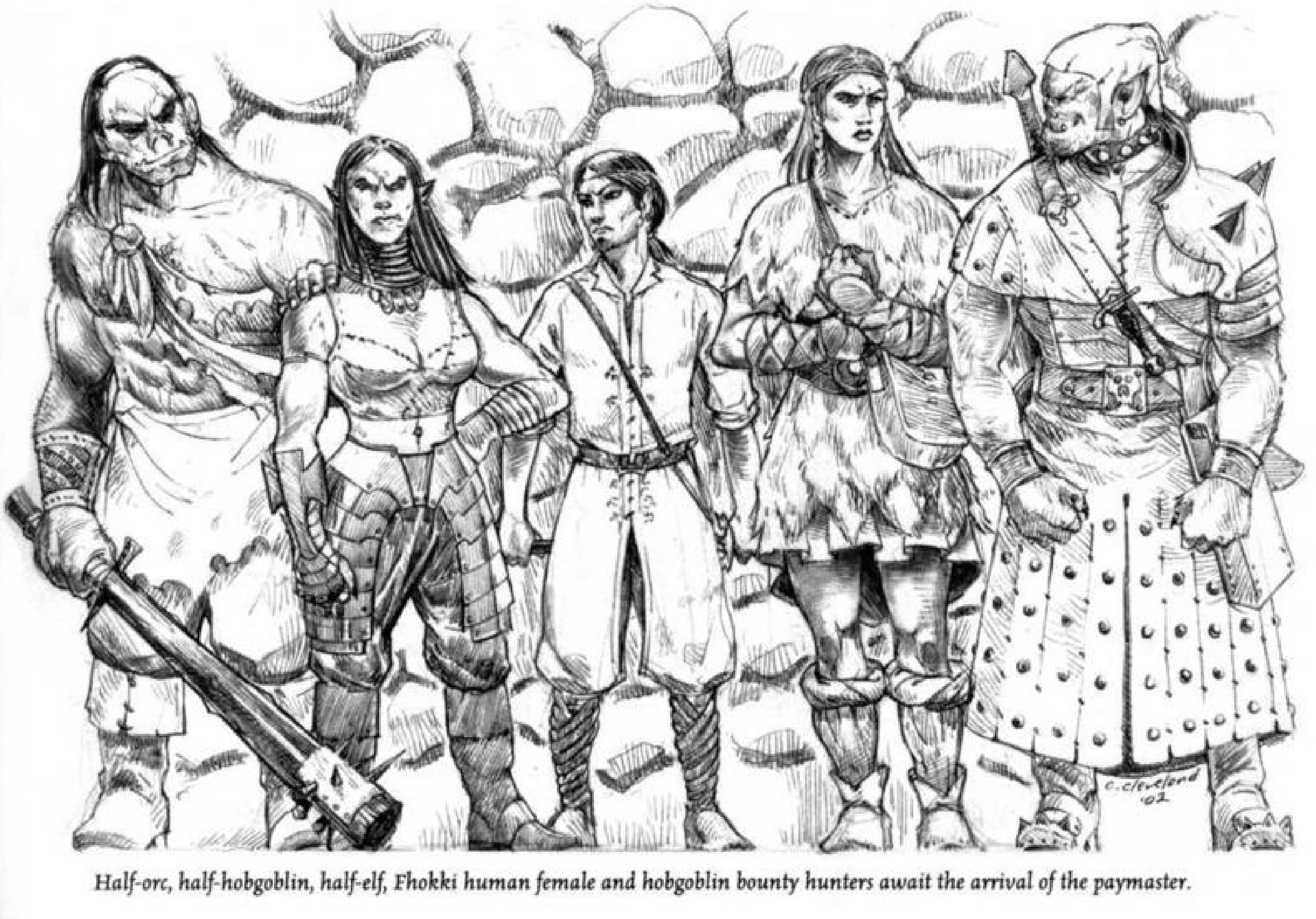
Religion: Being outsiders, sil-karg are fond of the Watcher, but they also worship Risk, Powermaster and the Fate Scribe in large numbers.

Language: Half-hobgoblins speak several languages, a trait common to wanderers. Many speak the Hobgoblin tongue, and nearly all speak Merchant's Tongue or a regional human language.

Adventurers: Half-hobgoblins make natural adventurers. Their power and size make them excellent fighters, barbarians or rogues with a thuggish inclination. The talent for sorcery and psionics is rare among them, and they have little fascination with magic. Thus, they do not often become wizards, sorcerers or psions. Half-hobgoblin clerics and druids are surprisingly common, since the clerical life offers an opportunity for social acceptance that might not be open to them otherwise. Paladins are rare but not impossible to find. Half-hobgoblin monks are sincere, if unusual, devotees of their class.

HALF-HOBGOBLIN RACIAL TRAITS

- +2 Dexterity, -2 Wisdom, -2 Charisma (Krangi or other northern tribes) OR +2 Constitution, -2 Intelligence (Kargi breeds)
- Medium-size: As Medium-size creatures, half-hobgoblins have no special bonuses or penalties due to their size.
- Half-hobgoblin speed is 30 feet.
- Darkvision: Sil-karg can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and sil-karg can function just fine with no light at all.



Half-orc, half-hobgoblin, half-elf, Fhokki human female and hobgoblin bounty hunters await the arrival of the paymaster.

- Hobgoblin Blood: For all special abilities, magic item usage and other effects, sil-karg are considered hobgoblins.
- +1 racial bonus to Fortitude saves. Regardless of their origin, half-hobgoblins are resistant to hardship and disease.
- Automatic Languages: Krangi or Kargi, plus one regional human language. Bonus Languages: Draconic, Giant, Goblin and Infernal.
- Favored Class: Fighter. A multiclass hobgoblin's fighter class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

HALF-ORCS

"Have dreams, have hope. Have sword, have everything." – Guruk-vra saying.

Half-orcs (or "*guruk-vra*" in Orcish) are uncommon on Tellene. The chaotic orcs live in disorganized bands ruled by the strongest among them, and the humans and half-breeds who live among them share the dangers of short life spans dictated by orcish society and constant challenges to their right to belong. Human races persecute orcish bastards, and they tend to become thugs or thieves out of necessity. Their careers often end in a dark dungeon somewhere, or at the end of a rope.

"If Maglub were to fall in battle in the upcoming raid, would you claim the chieftain's banner for yourself?" The danger inherent in the question made Shani nervous, but he knew the half-breed could be trusted.

"No, Dengra. I would support whoever the gods told me to support."

"And if Maglub were to die, surely it would be the will of the gods."

There was no denying the truth behind his words, although the direction of the conversation was clear. Shani said "It would be the will of the gods."

"When we attack the dwarves, most of our people will rush into battle headlong, braving their bolts and divine spells. Maglub will surely be at the front, since he is a ferocious and fearless warrior. But several of the more clever 'pure orcs' will follow me waiting for the onslaught to taper off. When the dwarven clerics' spells have lapsed, and they have spent their remaining effort in healing the most wounded, then we will attack, and we will crush them. Humans calls this delay a 'tactical reserve.'

"It reeks of cowardice, half-breed." Shani detested the plan. Even worse, it would work. The dwarves were too few and the half-orc's young followers among the tribe too strong in battle.

"The brave will all be dead. Who will be the brave then?"

Except as noted below, half-orcs on Tellene follow the standard racial characteristics described in the *Player's Handbook*. Their personality, physical description and alignment adhere to the standards therein.

Relations: Half-orcs spend most of their time either with orcs or with humans, depending on who raised them. Because of their racial bonds to these races, they have the closest relationships with them. They do, however, share a special bond with the other half-breeds, especially half-hobgoblins, alongside whom they are often persecuted. They generally do not get along well with the subterranean races, mostly because of those races hatred of orcs. They are not on friendly terms with halflings either.

Half-Orc Lands: One generally sees half-orcs near lands dominated or frequently raided by orcs: Lake Jorakk, Shadesh Bay and southern Tarisato are prime examples. Particularly large tribes of orcs live in the Krond heights and Legasas. Thus, a few half-orcs live in small villages in Eldor, Cosdol and the land governed by P'Bapar. The villagers treat them like any other ugly cousin: with the acceptance of family, but with no particular favor.

Religion: Most guruk-vra tend to be loners and revere "less sociable" gods. The Watcher is a common patron. Others admire power, believing that sufficient personal power will change their predicament and allow them to fit in somewhere. These half-orcs might follow the Powermaster, the Storm Lord or the Riftmaster.

Language: Half-orcs generally speak the language of whatever culture in which they currently reside. Since many of them become wanderers, they often pick up other languages as well.

Adventurers: Half-orcs are often outsiders and wanderers. They take to adventuring to prove themselves and to be with other outsiders like themselves. Their great strength makes them excellent barbarians or fighters. They also become rangers, but less frequently. Paladinhood is rare, as they do not usually possess the required religious zeal. For the same reason, clerics are not a popular choice for half-orcs either. Half-orc druids are more common, as are half-orc rogues, who tend to be thugs or enforcers. Half-orc monks are not uncommon, as they often do not mind the isolation. Half-orc sorcerers are rare, and half-orc wizards even more so.

HALF-ORC RACIAL TRAITS

- +2 Strength, -2 Intelligence, -2 Charisma: Half-orcs are strong, but their orcish heritage makes them dull and crude.
- Medium-size: As Medium-size creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all special abilities and effects, a half-orc is considered an orc. Half-orcs, for example, can use special orc weapons or magic items with racially specific powers as if they were orcs.

- Automatic Languages: Orc and the language of their human parent. Bonus Languages: Draconic, Giant, Gnoll, Goblin, Hobgoblin, Infernal, and Merchant's Tongue. Smart half-orcs (who are rare) may know the languages of their allies or rivals.
- Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he suffers an XP penalty (see Experience for Multiclass Characters in the *Player's Handbook*). Ferocity runs in a half-orc's veins.

HALFLINGS

"'Tis better to hide now and sow later." – Halfling proverb

Halflings are common throughout the civilized lands of Tellene. They are rare in the harsh north and do not often live high in the mountains, but they thrive in the peaceful lands tamed by themselves and other races.

Lightfeet

Lightfeet are the standard halfling race and have the statistics presented in the *Player's Handbook*. They conform to standard aspects of personality, physical description and alignment.

"So these halflings — they are small, yes?" Kurgaz asked his companion.

"Yes. Less than half the height of a man."

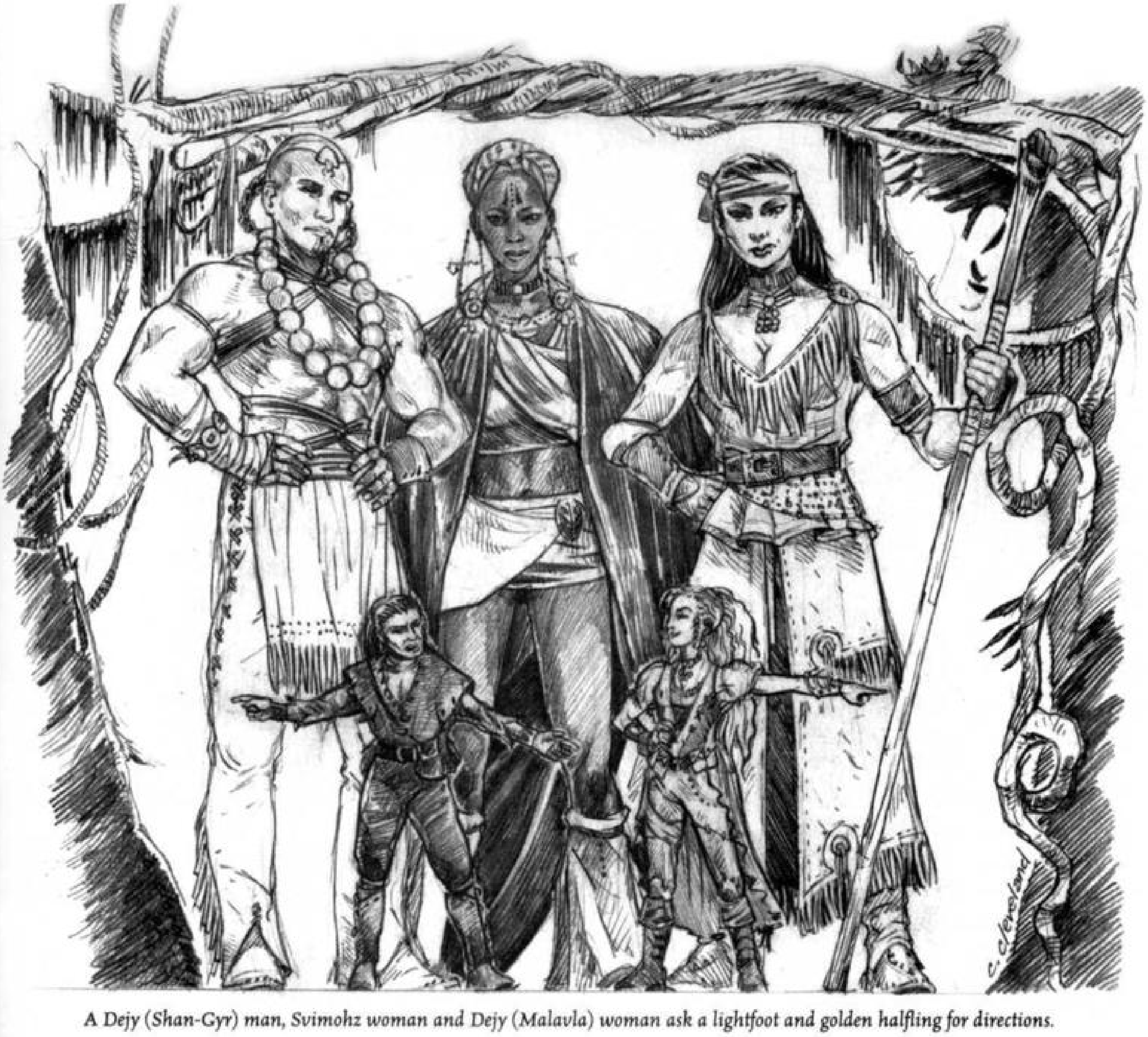
"And all they do is cook and farm the land — and relax, yes?" he continued.

"More or less."

"Their land is fertile, yes? They grow good food?"

"Very fertile and very good. Should you be so lucky, halfling meals are not to be missed, my friend."

"Then why has no one conquered them? They would make excellent slaves. They take up little space, produce much food and cook well. My tribe would kill for land like theirs, and slaves like them." Kurgaz's confusion showed clearly on his scarred face.



A Dejy (Shan-Gyr) man, Svimohz woman and Dejy (Malavla) woman ask a lightfoot and golden halfling for directions.

"Heh. Sometimes the smallest thorn is the most painful, Kurgaz. These little folk are quite tricky as well as resourceful. I would not want to cross them, and I suggest the same to you. Come, our dinner awaits."

Relations: Lightfeet (called "*gurin*" in Halfling) consider gnomes good neighbors, because the two races share the same sized furniture. Gnomish inns are almost as comfortable as those run by halflings. The-larger folk tend to get the scale wrong when making smaller furniture, or seat them with the children, which is annoying. Lightfeet also enjoy the company of wood elves and high elves. Gray elves are too haughty and condescending, while wild elves are foreign and dangerous. Lightfeet consider dwarves reliable but not fun (the opposite of their views on most elves).

Lightfeet tend to live with other races, but they rarely report crime or other problems to the government as long as only halflings are involved. The halflings defer to a cleric or respected elder of their own race and generally abide by her decision for disputes, crimes and punishment and other conflicts.

Lightfeet Lands: Lightfeet thrive in central Kalamar, the Dopromond Hills and Welpremond Downs, Pekal, Prompeldia, the Fautee Forest, Ozhvinmish, Ahznomahn and the rural parts of western Reanaaria. Gurin enjoy city life as well as rural settlements, but they might feel stifled in an overcrowded city where humans are predominant. They tend to live in neighborhoods of their own people when they live in large cities.

Religion: Lightfeet frequently worship the Raiser if good and the Seller of Souls if evil. Lightfeet of any alignment might revere Risk, and other common patrons are the Great Huntress, the Eye Opener, the Bear, the Fate Scribe and the Laugher.

Language: Halflings speak their own language and a variety of other useful tongues, including the languages of humans.

Adventurers: Lightfeet adventure for all kinds of reasons, but the most common are to utilize their skills or to gain material wealth. The lightfeet's natural agility makes them ideal rogues, and very good bards as well. They are also capable fighters and excellent rangers. Lightfeet barbarians are rare, but not unknown. Halflings are not often clerics, but they are not uncommon. Druids are slightly less common than clerics. Halflings are natural wizards and sorcerers.

LIGHTFEET RACIAL TRAITS

- +2 Dexterity, -2 Strength: Halflings are quick, agile and good with ranged weapons, but they are small and therefore not as strong as other demihumans.
- Small: As Small creatures, halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters those of Medium-sized characters.
- Halfling base speed is 20 feet.
- +2 racial bonus on Climb, Jump and Move Silently checks: Halflings are agile, surefooted and athletic.
- +1 racial bonus on all saving throws: Halflings are surprisingly capable of avoiding mishaps.
- +2 morale bonus on saving throws against fear. (This bonus stacks with the halfling's +1 bonus on saving throws in general).
- +1 racial attack bonus with a thrown weapon: Throwing stones is a universal sport among halflings, and they develop especially good aim.
- +2 racial bonus on Listen checks: Halflings have keen ears.
- Automatic Languages: Halfling and Merchant's Tongue. Bonus Languages: Dwarven, Elven, Gnome, Goblin, Orc and any human language. Smart halflings learn the languages of their friends and enemies.
- Favored Class: Rogue. A multiclass halfling's rogue class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters in the *Player's Handbook*). Halflings have long had to rely on stealth, wit and skill, and the vocation of rogue comes naturally to them.

Golden Halflings

Golden halflings, known as amberhairs (or "*azravan*" in the Halfling tongue), claim to be the original halflings from whom the others are derived. Oral tradition tells of the birth of the first halflings, Azimen and Astemia, in a dry wasteland. They watered it with their sweat and nurtured life from the harsh land, turning it into a paradise. Halfling sages disagree about this fabled land's location, eventual fate and virtually every important detail concerning it.

"Well, this is quite an interesting situation we've gotten ourselves into, now isn't it. I should like to write a poem on it when we are done ..."

"Could you shut your mouth for one minute!" Asa interrupted as she struggled. Nolan's positive attitude was fine most of the time, but his refusal to accept the seriousness of their situation was unbelievable. How could he be thinking of poetry when a group of kobolds had captured them and was planning to sacrifice them to whatever thing they worshipped.

"Asa, being grumpy and rude is not going to get us out of this any faster. It just happens that I think better when I'm talking. Now, I've managed to free my left hand. If you could lift your left leg slightly, I'll be able to reach the dagger by your ankle."

Asa relaxed slightly and chuckled to herself. Her halfling companion was one of a kind, and somehow, despite his constant talking, they were going to get themselves out of another mess. She let a smile creep across her lips. These kobolds were in for the surprise of their lives.

Personality: Amberhairs are creative and adaptable creatures that somehow manage to retain their own identity regardless of change. External happenings are unlikely to affect their attitude. A dour amberhair is dour even at weddings and jovial feasts; a good-natured one is likely to remain in good humor even in the midst of disaster. Others often describe them as "didactic," and azravan frequently act like they hold some secret knowledge, the lack of which makes other folk ignorant and savage.

Physical Description: Amberhairs are the same size as lightfeet, but their ubiquitous rich golden locks give them away. Their eyes might be blue or even green, but a twinkling chestnut is more common than any other color. They tend to have tiny features, except for their large, observant eyes.

Relations: Amberhairs prefer the company of long-lived races such as elves. They respect dwarves, hobgoblins and gnomes, but they dislike half-orcs. However, they are most at ease with other halflings.

Alignment: Far and away most amberhairs are lawful and good. Those not lawful are still likely to be good. Their cultural discipline, harsh punishment for crime and love of life influence, if not actually dictate, their alignment. Those given to chaos are among the more creative golden halflings, given to questioning society.

Amberhair Lands: The amberhairs are currently concentrated in the Lopoliri Mountains, surrounded by dinosaurs, rocs and other ancient creatures. Their strain is strong, however, and seemingly pure amberhairs appear in areas where their racial stock once dominated: Shyff, Pekal, the Dopromonds, Dodera and the banks of the Jorakk River.

Religion: The Lopoliri amberhairs favor worship of The Holy Mother above all others, although individual halflings worship a wide variety of gods and goddesses. The most popular are the Peacemaker (the Pacifist sect), the Pure One and the Riftmaster.

Language: The amberhair dialect of the Halfling language is fluid and descriptive, having nearly twice as many words as standard Halfling. Scholars write their works in Celestial, but translate them into Halfling and Merchant's Tongue within a few years.

Adventurers: Unlike many adventurers who seek to learn, amberhairs might adventure to teach. They enjoy telling others about their belief that halflings were the original intelligent race of Tellene, much older than elves or dwarves. Their stories focus on the halfling heritage of their current location, such as how the halflings once farmed here or fought a battle there.

GOLDEN HALFLING RACIAL TRAITS

- +2 Intelligence, +2 Wisdom, -2 Strength. Amberhairs lack powerful muscles, but as a people they are crafty and sage.
- Small: As Small creatures, golden halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Amberhair base speed is 20 feet.
- Low-light Vision: Golden halflings can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +1 racial bonus to all saving throws. Like other halflings, golden halflings are capable of avoiding mishaps.
- +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.
- Shared heritage: Amberhairs gain a +2 racial bonus to Innuendo checks when sending a message to or receiving a message from another halfling or intercepting a hidden message between halflings.
- Automatic Languages: Halfling and Low Elven. Bonus Languages: Celestial, Dwarven, Merchant's Tongue and one regional human language.
- Favored Class: Psion. A multiclass golden halfling's psion class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

HOBGOBLINS

"I would rather deserve honor and not get it, than have honor and not deserve it." – Ganakh, senior general of Ashakulagh

While the peaceful nations of Tellene strain under the threat of humanoid attack directed at their heart–the food-producing villages and farms–one race among the humanoids has grown into a dominant force in trade, politics and war. Physically larger and stronger than humans, lawful in alignment, and gathered under strong leaders, the hobgoblin tribes formed into nations centuries ago.

The hobgoblins chanted as they marched towards the gate of their former tribe chief's house. The rhythm of their song matched the rhythm of their feet and the warriors on the inside of the compound began to shake.

When the troop reached the gate, a large hobgoblin at the head of the column stepped forward and called to the hobgoblins inside.

"Brothers, hear me. We have you surrounded and outnumbered. There is no chance for escape, and no chance for victory. If you swear allegiance to me, we will forgive the murder of our former chief."

From the other side of the gate, another large hobgoblin emerged. His armor was bloodied, as was his scimitar. A fresh cut still bled on his face.

"We hear you, brother, but we do not submit. We made the same offer to your brethren, the chief and his guards, and they refused, choosing to keep their honor. And now we will do the same. We would rather fight to the death than break our own oaths."

"Very well. May you die with honor."

Personality: Hobgoblins are very competitive and see a great deal of honor to be gained from winning a contest, whether an arm-wrestling contest, a foot race or a huge battle. During contests, friendships, religion and other factors lose importance

– only winning matters. Competitors need not fear deceit, however. Hobgoblins consider cheating worse than losing.

Physical Description: Hobgoblins are larger than men, standing half a head over six feet. They are broad-shouldered humanoids with skin of maroon (the Krangi, or hobgoblins of Norga-Krangrel), clay red-orange (the scattered tribes of the Odrils and the Brindonwood), or yellow-brown (the Kargi of Ul-Karg). Eye colors tend toward amber or orange, although the Krangi have red or brown eyes as well.

Relations: Hobgoblins stand at war with several human nations, and by necessity are at odds with them. They try to maintain friendly neutrality with dwarves, whose forges often supply weapons and armor for both nations. Many hobgoblins hate gnomes for their constant intervention in hobgoblin military affairs. More than a few hobgoblin raids have been turned back by halfling gnome militias over the years. Their relationships with other races are neutral, and depend largely on how the other race treats the hobgoblins.

Alignment: Hobgoblins are traditionally lawful evil. Lawful neutral is perhaps the second most common alignment. Larger societies tend toward lawful neutral, while the smaller "uncivilized" tribes leaning toward neutral evil. Renegades follow any religions and might follow any alignment.

Hobgoblin Lands: Hobgoblins live across Tellene: the Odril Hills, the Brindonwood, Norga-Krangrel (their largest concentration), Prompeldia, Shrogga-pravaaz, the Krond Heights, Tarisato, the Obakasek Jungle, the Ka'Asa Mountains, the P'Rorul Peaks, the P'Tikor Hills, the Rytarr Woods, the Jorakk Mountains, the Khydoban Desert, the Arajyd Hills, the Deshada Mountains and Ul-Karg (another bastion of hobgoblin civilization).

Religion: Hobgoblins are as lawful in their religion as they are in other aspects of life. The hobgoblin king or chieftain decrees one official religion. While they might allow others, few choose to follow those faiths because doing so would lessen their prestige among their peers. Hobgoblins consider it a dishonor to follow a god other than the king's god.

In both Ul-Karg and Norga-Krangrel, The Dark One is supreme. Different tribes of the north worship the Overlord, the Flaymaster and Harvester of Souls. Smaller tribes, usually those that include a large number of goblins, worship the Corrupter, the Seller of Souls or even the Prince of Terror.

Language: Hobgoblins speak their own language and at least one other, since they must communicate with both humanoids and civilized races.

Adventurers: Hobgoblins advance in the classes of fighter and rogue most readily. They might also become clerics or rangers. They rarely advance as bards, wizards, druids or monks. Sorcery is marginally more common than wizardry. The barbarian class is common among the "uncivilized" bands, while the hobgoblins of Norga-Krangrel and Ul-Karg disdain it.

HOBGOBLIN RACIAL TRAITS

- +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Hobgoblins are great physical specimens, but they lack subtlety and grace.
- Medium-size: As Medium-size creatures, hobgoblins have no special bonuses or penalties due to their size.
- Hobgoblin base speed is 30 feet.
- +2 racial bonus to Listen and Spot checks. Hobgoblins are exceptionally alert creatures.
- +4 racial bonus to Hide checks. Years of hunting and being hunted have made hobgoblins adept at not being seen.
- Automatic Language: One Hobgoblin language (either Krangi or Kargi) and Goblin. Bonus Languages: The Krangi typically speak Merchant's Tongue as well, and the Kargi speak Svimohzish fluently. Hobgoblins in other areas rarely speak anything other than Hobgoblin or Goblin.
- Favored Class: Fighter. A multiclass hobgoblin's fighter class does not count when determining whether she suffers an XP penalty for multiclassing (see Experience for Multiclass Characters, page 56 of the *Player's Handbook*).

Pronouncing Names

On Tellene, language and pronunciation of words may vary wildly from speaker to speaker (even if the two speakers have the same place of origin). Nonhuman influence, colloquial speech and changes in articulation (mostly pronunciation of vowels) are but a few of the reasons for different pronunciations within the same language. The KINGDOMS OF KALAMAR campaign setting sourcebook (see Chapter 9: Major Languages) focuses on some naming and language skills, but to fully detail the languages of Tellene would require a tome the size of several encyclopedias. The most commonly spoken words between characters of different races are: the names of human races, cities and other locations. The KINGDOMS OF KALAMAR *Atlas* will include pronunciations for cities and locations. The names of the human races can be found below. This table lists the names of the major human subraces as spoken by a native of that area and is considered to be the "true" pronunciation of the name.

RACIAL NAME	PRONUNCIATION	HUMAN SPEAKER
Brandobian	(bran″dō bē′n)	Native of Eldor
Dejy	(de″zhē)	Defohy tribesman
Fhokki	(fō″kē)	Native of Torakk
Kalamaran	(kal′ ə mâr″ən)	Kalamaran noble
Reanaarian	(re nâr″ē ən)	Native of Geanavue
Svimohz	(svim″ōz)	Native of Meznamish

vital statistics

Naming Your Character

The continent of Tellene is a wide expanse filled with many different races and cultures. Naturally, the names given to your characters will be just as varied. For further details on naming and the languages of Tellene, you should refer to Chapter 9 of the *Kingdoms of Kalamar* campaign setting sourcebook. There you will find the history of the prominent languages, their alphabets and grammatical rules such as plurality and gender. You will also discover which races customarily use multiple names, other cultural naming rules and even lists of common name elements, which serve to help you create a unique character name.

If you prefer a character name that sounds like it does not fit your character's native background, it is easy enough to explain. Parents often choose to name their children according to common traits found in neighboring languages. For instance, "My Dejy barbarian's name is Thurl. It's a Fhokki word meaning 'kindness with an axe'." Alternatively, you might consider having your character originate from a land where the name you want is more likely to appear.

The names given in the sidebar entitled Tellene Naming Conventions (see page 32) are conveniently grouped by language and separated by gender and surname.

Age

"Growing old is not a thing to be feared, it is a thing to be achieved." – Nakkary, general of Tharggy

You can choose your character's starting age or determine it randomly using Table 1—3: Random Starting Ages. Few campaigns ever run long enough to worry about characters dying of nonviolent causes, so do not hesitate to start out at an older age if it fits your character background. Not every character starts out at the minimum age!

As your character grows older, his mental ability scores (Intelligence, Wisdom and Charisma) increase. Unfortunately, your physical ability scores (Strength, Dexterity and Constitution) decrease. See Table 1-4: Aging Effects. The effects of each stage are cumulative, though none of a character's ability scores can be reduced below 1 in this way. Be sure to keep the advantages and disadvantages of this in mind when determining your character's age.

When your character reaches a venerable age, the DM will secretly roll your personal maximum age, which is the number

TABLE 1–3: RANDOM STARTING AGES

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-hobgoblin	20 years	+2d4	+3d4	+5d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	14 years	+2d4	+3d6	+4d6
Hobgoblin	30 years	+2d6	+3d6	+10d6

TABLE 1–4: AGING EFFECTS

Race	Middle Age*	Old**	Venerable***	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d100 years
Elf	175 years	263 years	350 years	+4d100 years
Gnome	100 years	150 years	200 years	+3d100 years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-hobgoblin	60 years	80 years	120 years	+4d10 years
Half-orc	30 years	45 years	60 years	+2d10 years
Halfling	50 years	75 years	100 years	+5d20 years
Hobgoblin	80 years	120 years	160 years	+3d20 years

* -1 to Str, Con and Dex; +1 to Int, Wis and Cha.
** -2 to Str, Con and Dex; +1 to Int, Wis and Cha.
*** -3 to Str, Con and Dex; +2 to Int, Wis and Cha.

from the Venerable column on Table 1—4: Aging Effects, plus the modifier from the Maximum Age column. When your character reaches that age, he will die of old age at some point during that year. Note that the maximum ages listed on Table 1—4: Aging Effects are for player characters only. Most non-player characters (even nobles and other prominent figures) on Tellene die from accidents, disease or violence before facing the slightest chance of death by natural old age.

HEIGHT AND WEIGHT

Choose your character's height and weight from the ranges indicated on Table 1—5: Random Height and Weight, or roll randomly. As with other factors, you might choose to deviate from these ranges with the DM's prior permission. Have a good answer ready when he asks why.

Roll the type of dice given in the Height modifier column to determine your character's extra height beyond the base height. That same number multiplied by the dice roll shown in the Weight Modifier column determines your character's additional weight beyond the base weight.

For example, Kelghaz (a half-hobgoblin male) stands 4' 10" tall plus 2d10 inches. Mark rolls 2d10 and gets 12, so Kelghaz stands 5' 10" tall. Then Mark uses that same roll, 12, and multiplies it by 2d4 pounds. His 2d4 roll is 5, so Kelghaz weighs an extra 60 pounds on top of the base 140 pounds, for a total of 190 pounds.

PLACE OF ORIGIN TABLES

When beginning a role-playing campaign in the world of Tellene, the DM should establish the location where the adventure will begin. Then, for each character, roll a d10,000. To roll a d10,000; simply roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then 10s, then ones.

After determining the d10,000 result, consult the Character Place of Origin tables (in the Appendix at the back of this book) for your adventurer's birthplace, using the column corresponding to your character's race. This will tell you from where each character hails. For example, a human character begins his adventuring career in Brandobia. He will roll a d10,000 and find his result on the first column of the chart for Brandobia. A variety of results are possible. You may come from a specific city (such as Dralven), a more general region (such as the Welpremond Downs) or a smaller town, as yet unnamed on most maps of the region. You may also turn out to be an outlander, and have to roll again on the table for another region. If you roll and get a geographic feature as your result, you should assume that you live in a very small settlement, probably no larger than 100 residents.

Certain locations (almost always geographical or topographical features) may appear on the tables more than once. This reflects the possibility that people from one location may come in contact with more than one country or region. For example, the Tanezh Mountains appear under both Meznamish and Ul-Karg on the Svimozhish Table, reflecting that both countries front this extensive mountain range.

With both of the aforementioned results, as well as the results reflecting the large rural populations of Tellene, take the opportunity to round out your character's background. If he or she does come from a small town on the border of two countries, maybe the town your character grew up in was as much outpost as village. Any small town should still reflect the character of the larger region or country within which it is located.

TABLE 1–5: RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Brandobian, man	4' 8"	+2d8	90 lbs.	x (2d4) lbs.
Brandobian, woman	4' 3"	+2d8	70 lbs.	x (1d4+1) lbs.
Dejy, man	4' 9"	+2d10	120 lbs.	x (1d4+1) lbs
Dejy, woman	4' 3"	+2d10	75 lbs	x (1d4+1) lbs
Fhokki, man	5'	+2d12	140 lbs.	x (2d4) lbs.
Fhokki, woman	4' 10"	+2d10	105 lbs.	x (2d4) lbs.
Kalamaran, man	4' 10"	+2d10	120 lbs.	x (2d4) lbs.
Kalamaran, woman	4' 5"	+2d10	85 lbs.	x (2d4) lbs.
Reanaarian, man	4' 7"	+2d4	85 lbs.	x (1d4+1) lbs.
Reanaarian, woman	4' 2"	+2d4	65 lbs.	x (1d4) lbs.
Svimohzish, man	4' 11"	+2d10	130 lbs.	x (2d4) lbs.
Svimohzish, woman	4' 6"	+2d10	90 lbs.	x (2d4) lbs.
Dwarf, Hill, man	3' 7"	+2d4	120 lbs.	x (2d6) lbs.
Dwarf, Hill, woman	3' 5"	+2d4	90 lbs.	x (2d6) lbs.
Dwarf, Mountain, man	3' 9"	+2d4	130 lbs.	x (2d6) lbs.
Dwarf, Mountain, woman	3' 7"	+2d4	100 lbs.	x (2d6) lbs
Dwarf, Stone, man	3' 7"	+2d4	120 lbs.	x (2d6) lbs.
Dwarf, Stone, woman	3' 7"	+2d4	100 lbs.	x (2d6) lbs.
Elf, Dark, man	3' 10"	+2d4	70 lbs.	x (1d4+1) lbs.
Elf, Dark, woman	3' 8"	+2d4	60 lbs.	x (1d4+1) lbs.
Elf, Gray, man	4' 8"	+2d8	95 lbs.	x (2d4) lbs.
Elf, Gray, woman	4' 6"	+2d8	90 lbs.	x (1d4+1) lbs.
Elf, High, man	4' 5"	+2d6	85 lbs.	x (1d6) lbs.
Elf, High, woman	4' 5"	+2d6	80 lbs.	x (1d6) lbs.
Elf, Wild, man	4'	+2d4	80 lbs.	x (1d6) lbs.
Elf, Wild, woman	3' 8"	+2d4	75 lbs.	x (1d6) lbs.
Elf, Wood, man	4' 2"	+2d4	90 lbs.	x (1d6) lbs.
Elf, Wood, woman	4'	+2d4	85 lbs.	x (1d6) lbs.
Gnome, Deep, man	3'	+2d4	45 lbs.	x 1 lb.
Gnome, Deep, woman	2' 10"	+2d4	40 lbs.	x 1 lb.
Gnome, Forest, man	3' 4"	+2d4	55 lbs.	x 1 lb.
Gnome, Forest, woman	3' 1"	+2d4	45 lbs.	x 1 lb.
Gnome, Rock, man	3'	+2d4	40 lbs.	x 1 lb.
Gnome, Rock, woman	2' 10"	+2d4	35 lbs.	x 1 lb.
Halfling, Amberhair, man	2' 10"	+2d4	35 lbs.	x 1 lb
Halfling, Amberhair, woman	2' 8"	+2d4	30 lbs.	x 1 lb.
Halfling, Lightfoot, man	2' 8"	+2d4	30 lbs.	x 1 lb.
Halfling, Lightfoot, woman	2' 6"	+2d4	25 lbs.	x 1 lb.
Half-elf, man	4' 7"	+2d8	100 lbs.	x (2d4) lbs.
Half-elf, woman	4' 5"	+2d8	80 lbs.	x (2d4) lbs.
Half-hobgoblin, man	4' 10"	+2d10	140 lbs.	x (2d4) lbs.
Half-hobgoblin, woman	4' 6"	+2d10	100 lbs.	x (2d4) lbs.
Half-orc, man	4' 8"	+2d10	130 lbs.	x (2d4) lbs.
Half-orc, woman	4' 4"	+2d10	90 lbs.	x (2d4) lbs.
Hobgoblin, man	4' 10"	+2d12	150 lbs.	x (2d4) lbs.
Hobgoblin, woman	4' 8"	+2d12	135 lbs.	x (2d4) lbs.

TELLENE NAMING CONVENTIONS

BRANDOBIAN:

Surnames are common only among nobility and freemen. Brandobians speak the family name first, though most scribes follow the Kalamaran custom of listing the personal name first. Brandobians address strangers by their full names and expect the same in return.

Surnames: Blondol, Brendril, Brodoran, Celdon, Colbrandar, Colmen, Corvled, Dolcrindel, Dorbren, Dorguld, Edarn, Folnester, Fortron, Galborn, Guldselan, Ingamin, Lelten, Melran, Minel, Norcregsel, Olmcrelnel, Rancren, Rondstern, Stron, Thronel, Torist, Velsin, Vleldin, Volven

Male: Altamir, Brendol, Coldon, Crend, Defrin, Estand, Fortind, Glandal, Granden, Gruthal, Ichil, Ilthan, Lonvlen, Malvus, Munvaln, Nandten, Nurband, Senden, Sevlen, Transen, Valesin, Voldomar, Vrasten, Vrindon

Female: Avil, Blesden, Brava, Brennor, Cosolel, Dandrel, Elbren, Elvled, Eve, Gulda, Lelten, Mindoleen, Mindrel, Mindril, Norlel, Norvita, Olita, Pandred, Ranselita, Sabeleen, Selguld, Strolema, Vurethel, Wencrel, Yulan

DEJY:

Most Dejy tribesmen use only one name.

Male: Bajyr, Chojen, Gyrjen, Janesh, Jaresh, Jish, Jorjen, Khodri, Kotesh, Nyrash, Rijani, Roshnyr, Saryf, Shanko, Shathy, Shiseth, Shyja, Shynath, Thakyr, Thekevi

Female: Adagyr, Ashny, Aslesh, Chada, Cheshy, Daresh, Dolshy, Enshy, Freesha, Jolndar, Jynko, Koshy, Kylsha, Rosharek, Shary, Slajen, Thena, Vashel, Yendo, Yerjen, Yuji

FHOKKI:

The Fhokki disdain the use of surnames.

Male: Arturr, Dvorn, Elmin, Froljar, Gortha, Gurthay, Hostud, Hreathwrot, Hurrkal, Lokkur, Mantak, Ragil, Rastur, Rythok, Thalnawr, Thelvan, Thurvan, Viljar, Vosted

Female: Defyn, Dythrok, Enga, Fontharra, Gulli, Gytha, Halvena, Otha, Rortakk, Rothla, Ryndar, Shrokker, Sorykka, Tankarra, Thanarkka, Thelka, Thilla, Thrayd, Unula, Vrykor

KALAMARAN:

Kalamaran nobility always have two names. Freemen have picked up this custom as well, with two names being more common in heavily populated areas. Serfs and rural Kalamarans only use one name.

Surnames: B'Peratak, Balemo, Darisek, Dilomas, Esamil, Falama, Fapeki, Gomanas, Hap'nam, Heran, Ku'Ato, Kuwaki, Lesepar, Mokira, P'Folosip, P'Mare, Pateris, Ragarela, Ragosip, Remel, Remosa, Saketi, Sepiter, Setiran, Vitisar

Male: Balamir, Balan, Fanam, Feledar, Feranis, Folikar, Fonamar, Haraman, Hovaran, Hul'Mar, Lakaran, Malaran, Minon, Morisato, Nelata, P'Ligel, Parama, Pilamel, Pitar, Pulan, Puramal, Resemer, Saterus, Satira, Selemar, Sulat, Vanamir

Female: Asa, Benali, Dela, Dorata, Famaril, Fanam, Felana, Fitolima, Gimane, Goranu, Helena, Hilu'A, Ilubek, Inala, Kaperele, Ki'Isa, Kibika, Korasela, Lamasaru, Lisanara, Mepate, Nelata, Pakara, Takane, Tomare

REANAARESE:

Reanaarians tend to use only personal names. Few Reanaarians, save for nobility (or those attempting to appear cosmopolitan), use surnames.

Surnames: Feasiari, Feaveu, Fooromau, Gazee, Huuraew, Laaria, Leenoorova, Lorot, Nae, Naizix, Narituir, Peer, Reemae, Rooxea, Seetoov, Sumoraa, Tarealeon, Vaotal, Vuria, Xookaer

Male: Boelain, Bouzaar, Dealaan, Emearer, Geolain, Haar, Lenaiz, Liamar, Neila, Nooregaa, Peasor, Raizix, Reenea, Reolain, Sortureer, Sutila, Taofoor, Vaxea, Vuuawa, Wiuxiu

Female: Alixoor, Boebea, Ceopeari, Daaralau, Gaafoor, Huurum, Keilaaw, Leugoo, Lewao, Miana, Naavabi, Naavazoor, Neavazaar, Rianoo, Teelia, Vandakeer, Vaolai, Veuza, Vuubou, Ziliana

SVIMOHZISH:

Svimohz take two names, sometimes three (two personal names and a family name). When a Svimohz becomes a wizard, he takes a single name only and drops any family name. The most modest wizards keep their given name, but others give themselves new names, taken from arcane words of power.

Surnames: Arhomven, Aziri, Damozh, Eshovim, Ghanim, Izahn, Mezahn, Mizani, Mozaresh, Neshnamohn, Ohmdalz, Shenshal, Svowmizh, Vezdor, Vlan, Whenonesh, Yahul, Zalden, Zhamish, Zhasorozh

Male: Amar, Anarvis, Ansven, Athasvero, Azhanimahr, Hilanozh, Hilano, Izvan, Mawhal, Mesvanish, Miznamvho, Mizovohr, Movazh, Onsar, Razhan, Roshanaz, Selevahn, Shazahn, Suvar, Svemahni, Wherahzni, Zhulurahn, Zohshanam

Female: Anasvish, Daresvim, Ehnosham, Emeni, Hava, Lashasvow, Leshan, Menahvna, , Minona, Morashez, Movamo, Nomishim, Sanano, Savano, Sharresh, Sisi, Vanazha, Zeminah, Zhashosa, Zoravam

DWARVEN:

Dwarves are clannish and reluctant to break a family tradition by brazenly claiming to start their own dynasty. Therefore, they have retained only a handful of family names for centuries. Similarly, they often reuse personal names, hoping that some admired quality of the original will appear in the namesake as well. Dwarves mingling among other races will choose names in Merchant's Tongue or the local human language. Examples include Bromide Ironheart, Borli the Smith, Silverbeard the Axe, Cesium Stonecraft and Ferrous.

Surnames: Angklin, Damvalk, Gramdal, Gunterm, Kerak, Talek, Tukurz, Zarduk

Male: Adurmak, Blim, Borli, Durmak, Fargad, Forbarek, Fulkaft, Golzumak, Khazuk, Kelterak, Lomburd, Rurik, Trezhek, Ulgrum, Urgaz

Female: Ada, Adel, Dagmar, Edda, Femek, Ganila, Gomore, Imelka, Kelarr, Klass, Kormeta, Kuoro, Mieka, Zarakil, Zomed.

ELVEN:

When dealing with non-elves, family names are usually translated to Low Elven. Some elves translate directly them into Merchant's Tongue, so high elves have names such as Whitehelm, Highspear and Lightfoot, while wood elves use arboreal or rural-sounding names, like Woodhall, Oaklimb and Greentree. Wild elf names might refer to animals or locations such as Foxtail or Riverrunner. Gray elves prefer to use their native names, since they are less concerned with making pronunciation easier for the "lesser races." If the humans cannot pronounce Veirseleak, it simply further demonstrates their barbarism and lack of culture.

Male: Amator, Artesidet, Bare, Cyrn, Hulirrad, Hurell, Jumar, Mellitee, Selemar, Shifan, Sincarel, Telarai, Torasceine, Werlen, Wevelin

Female: Ameris, Asalvelia, Celmereian, Colinaseti, Culessa, Hanasila, Jelena, Jeserel, Laraneai, Mehelet, Setita, Tessevi, Tultetika, Wylee, Zowale

GNOMISH:

Gnomes use both personal names and family names, and are unlikely to translate their surnames into human words or to adopt human surnames. Still, the practice is not too rare, and gnomish communities among larger human settlements generally use both methods, so a Faerbast Galborn might live next door to a Hreslin Whitewright. Merchant's Tongue names tend to reflect crafts, metals or tools.

Surnames: Bagazi, Chivralpa, Dalfort, Galborn, Gozer, Herit, Nitanni, Piulman, Tesafel, Zarayt

Male: Banarak, Faerbast, Fulmor, Gruthal, Gultemp, Herjrast, Hreslin, Restam, Romari, Sil

Female: Cainfreda, Habamel, Jandy, Lulla, Meileen, Merabal, Raxeen, Salipa, Semaneo, Vulansa

HALFLING:

Halflings use both personal names and surnames. However, nicknames are extremely popular with halflings, and any given halfling might be known by a dozen different nicknames among his friends and other associates.

Surnames: Altean, Bojardi, Kapran, Maleki, Murmalal, Padravan, Ramin, Sadek, Sapran, Takhti

Male: Babaktar, Borin, Furum, Gonflen, Guvrokam, Kavleta, Nolan, Nurdan, Theartan, Zandi

Female: Arenou, Bousrah, Catrakkan, Mari, Noolau, Sahar, Sarshar, Sejeyla, Tajela, Virda

HOBGOBLIN:

Both Kargi and Krangi hobgoblins use personal names and surnames. Other, smaller hobgoblin tribes, such as the Kors, usually follow this practice as well.

Surnames: Akdrenned, Diaddun, Gabrazel, Grazlak, Grond, Haadrik, Kolredden, Krolovik, Kubannik, Kurgar, Malzurek, Stirnog, Terenkol, Thulhak, Vakhtan

Male: Azzak, Dolmak, Ganakh, Gornatt, Graz-Naz, Grezat, Gulak, Herkuul, Kargran, Kelghaz, Kelrand, Kinshag, Koron, Kurgaz, Patukhar, Raitagh, Shagraz, Thaltak, Thanagazh, Tuvagh

Female: Akagh, Brogarz, Brogatu, Dazulka, Guldaz, Gulkumek, Gulmabek, Kaghaz, Kanaraz, Kathal, Krokamel, Makkel, Makranmek, Mukli, Nagraz, Randarz, Silkathal, Thakarz, Tubrak, Tukrome

Chapter 2

Classes

"On the ladder of success, all beings are divided into three classes: those who climb, those who fall and those who push."
– Brendlin Orth, merchant lord of the Gilded Runners

STANDARD CLASSES

The standard classes from the *Player's Handbook* and *Dungeon Master's Guide* describe most characters on Tellene. You will recognize the groom in the stable as a commoner, the average militia captain as a fighter, and if somebody shoots a *fireball* at you, he is probably a wizard or sorcerer. You will find no absolute restrictions on these classes.

You might find some trouble fitting certain combinations of class and background together, however. A character born and raised in Bet Kalamar would not likely become a barbarian or a druid. This section clarifies what background works best for characters of a certain class.

Barbarian: Barbarians hail from the harshest climates and locales of Tellene. Barbarian elves live in the Voldorwoods, while other races provide examples from the Obakasek Jungle, the Vohven Jungle, Torakk, Drhokker, Skarrna, the Khydoban Desert, the Lopoliri Mountains, the Brindonwood and Ul-Karg. Dejy barbarians, for example, hail from all across Tellene, even in civilized lands such as Ek'Gakel and Pekal.

Bard: Bards are a universal class and appear in almost every culture in some form or another. From Kalamaran poetry, with tight rhyme and repetitive alliteration, to the Fhokki songs of metaphor and allegory, to the thumping drums of the mountain dwarves, every culture enjoys a performing art of some kind, and all welcome bards and their performances.

Cleric: Clerics on Tellene adhere to their faith's strictures very closely, and for good reason. While the gods allow worshipers and followers some latitude with respect to their beliefs and practices, clerics must follow the faith's doctrine strictly. Clerics that follow a god must be the same alignment as their god. Besides the living gods, clerics might follow a dead god, the Creator or follow an alignment (either Law, Good, Chaos or Evil). Clerics that do not follow a god may choose two domains for their cleric, subject to the DM's approval (See Table 2—1: Deity Domains). Such clerics actually receive their divine power from one or more gods (or their agents) who deem it appropriate to provide aid because the cleric somehow furthers the cause of the god. For example, a cleric that follows an alignment such as Good might receive spells from the agents of any of the fifteen good deities or even the five neutral deities (when it suits their purpose). Clerics that do not follow a specific god are rare and are typically less powerful and less influential than their devoted counterparts.

Druid: Druids exist not only in wooded places, but in deserts, atop mountains and on islands as well. Druidic circles exist across Tellene, conducting secret rituals and following ancient traditions, some of which have roots in prehistory. Rural settings anywhere might be home to a druid.

Fighter: Fighters are ubiquitous. They appear among village militia, powerful monarchs and everywhere in between. Members of any race anywhere might be fighters.

Bonus feats for fighters must come from the following list: Ambidexterity, Blind Shot, Commanding Presence, Exotic Weapon Proficiency, Expertise, Eyes of Fury, Fearless, Fearsome Appearance, Guardian, Immovability, Improved Critical, Instant Stand, Knock Prone, Know Your Enemy, Lightning Reflexes, Meditate, Movement Check, Push, Ram, Rapid Ready, Shock Resistant, Skill Focus, Steadfast, Toughness, Undying or Weapon Focus.

Paladin: The virtuous paladin can be found among people of like mind or in the midst of evil, where she does her best to reduce their harm from within. Being a product of certain cultures and mindsets, most paladins hail from civilized nations. Few paladins originate in the Wild Lands, the Voldorwoods or the Brindonwood.

Psions and Psychic Warriors: Psionic characters are unusual in Tellene, but not unheard of. The psionic trait is often found among the golden halflings in the Lopoliri Mountains. In humans, psionic characters appear to be concentrated within certain desert tribes of the Elos and Khydoban deserts, though they may be found in all areas and human races of Tellene. Because of the history of psionic persecution, psionic characters are unlikely to display their powers openly. The Disciples of Avrynner, a hidden psionic organization, reveal themselves only to other psionicists or to those who have the power and do not yet know it.

TABLE 2–1: DEITY DOMAINS

Deity	Domains
Knight of the Gods	Good, Law, Protection, War, Nobility
The Holy Mother	Good, Healing, Law, Community, Family
The Speaker of the Word	Good, Knowledge, Law, Strength, Inquisition
The True	Good, Knowledge, Law, Protection, Nobility, Retribution
The Eternal Lantern	Fire, Good, Law, Sun, Glory, Sentinel
The Raiser	Good, Healing, Plant, Protection, Community, Creation, Family
The Peacemaker	Good, Healing, Protection, Warding, Community
The Pure One	Good, Healing, Luck, Community, Charm
Lord of the Silver Linings	Good, Healing, Luck, Exorcism, Renewal
The Traveler	Good, Sun, Travel, Celerity, Portal
The Guardian	Chaos, Good, Protection, Travel, Celerity
Raconteur	Chaos, Good, Knowledge, Luck
The Shimmering One	Chaos, Earth, Good, Moon (Veshemo), Moon (Pelselond), Moon (Diadolai), Charm
The Great Huntress	Animal, Chaos, Good, Luck
The Coddler	Chaos, Good, Healing, Protection, Mind, Mysticism
The Founder	Earth, Law, Protection, Craft, Metal, Planning
The Mule	Knowledge, Law, Magic, Divination, Craft
Powermaster	Healing, Knowledge, Law, Strength, Mentalism
The Old Man	Law, Strength, War, Planning
Eye Opener	Knowledge, Law, Travel, Divination, Mind, Rune
Mother of the Elements	Air, Animal, Earth, Fire, Water, Summoning, Cavern, Metal, Ocean
The Riftmaster	Knowledge, Magic, Timing, Summoning, Illusion, Portal, Spell
The Bear	Animal, Plant, Beastmaster, Renewal
The Landlord	Knowledge, Luck, Trickery, Rune, Trade
Fate Scribe	Knowledge, Magic, Celerity, Divination, Mind, Fate, Time
Battle Rager	Chaos, Strength, War, Metal
The Watcher	Chaos, Knowledge, Travel, Portal
The Storm Lord	Air, Chaos, Tempest, Strength, Water, Madness, Ocean, Storm
Risk	Chaos, Luck, Trickery
The Laugher	Chaos, Destruction, Plant, Trickery, Madness
The Corrupter	Evil, Law, Trickery, Hatred
The Overlord	Evil, Law, Strength, Domination, Suffering, Tyranny
The Dark One	Earth, Evil, Law, Cavern, Darkness
The Flaymaster	Cold, Destruction, Evil, Law, Suffering
Harvester of Souls	Death, Destruction, Evil, Undeath
Locust Lord	Destruction, Evil, Fire, Plant, Spider
Emperor of Scorn	Evil, Knowledge, Strength, Hatred
The Seller of Souls	Death, Evil, Trickery, Retribution
Rotlord	Chaos, Death, Destruction, Evil, Pestilence, Slime
The Confuser of Ways	Chaos, Evil, Oblivion, Trickery, Madness, Scalykind
Prince of Terror	Chaos, Evil, Terror, Trickery, Mind, Mysticism, Illusion
Creator of Strife	Air, Chaos, Destruction, Evil, Water, Ocean, Tempest
The Vicelord	Animal, Chaos, Evil, Trickery

Ranger: Rangers are guides and woodsmen that live in any wilderness. While primarily forest-dwellers, they might also live on the rocky islands off the coast of Mendarn, the vast Drhokkeran Plains, or the steep Ka'Asa Mountains. Rangers live wherever nature remains untamed.

Rogue: Tellene's rogues, whether scoundrel or saint, live virtually everywhere. If they have a concentration anywhere, it is among the wealthy experts and craftsmen of the Reanaaria Bay.

Sorcerer: Among all races, certain individuals have the talent of innate arcane spellcasting, and sorcerers appear even among some brutish humanoids. Adventures might meet benign or dangerous sorcerers anywhere.

Wizard: The demanding scholarly life of a wizard makes them uncommon, if not downright rare, on Tellene. Given the need of most typical wizards for paper and proper writing instruments, wizards almost never come from the fringes of civilization. That said, a wizard might hail from almost any conceivable civilized location, though they are particularly scarce in the northeast. Wizards benefit from a great number of new spells, including a new type of spell: scalable spells. These spells can be prepared at any level, and their effectiveness increases as they are prepared at higher levels.

NEW CLASS NAME ABBREVIATIONS:

Class names are abbreviated as follows: Dan, Basiran dancer; Brg, Brigand; Gld, Gladiator; Inf, Infiltrator; Sha, Shaman; Spl, Spellsinger.

Class and Level Bonuses

Each character receives a bonus to saves and attacks depending on his class and level. Table 2—2: Base Save and Base Attack Bonuses summarizes these bonuses. Further information about how to apply these bonuses can be found on page 22 of the D&D *Player's Handbook*.

Level-Dependent Benefits

As well as receiving bonuses to attacks and saving throws, there are other rewards for advancing in level. Table 2—3: Experience and Level-Dependent Benefits summarizes these rewards. Further information about this table and its meaning can be found on page 22 of the D&D *Player's Handbook*.

Variant Classes

The *Dungeon Master's Guide* mentions variant classes as an option for creating classes that share qualities with one or two existing classes but are distinctly different. These variant classes might combine elements of fighter and rogue, ranger and druid, or wizard and cleric. The ability to create variant classes allows the DM unlimited potential for customizing classes for different cultures, roles and even timelines.

From a game point of view, variant classes allow a player to choose a character class that better matches his or her character concept, without the worry of multiclassing and possibly suffering an experience point penalty. *Sword and Fist* describes one concept, the gladiator, as a prestige class. The gladiator described herein is not a prestige class, but a standard character class that allows characters to begin play as a gladiator. On Tellene, characters do not adventure for years, all the while hoping to one day become a slave and get thrown into a pit. Instead, slave owners choose likely candidates from their brawny slaves, or a laborer down-on-his-luck might petition for entry into a gladiator school. A strapping youth might test himself in informal wrestling matches for a season or two before choosing another path.

The Basiran dancer, brigand, gladiator, infiltrator, shaman and spellsinger are variant classes specific to Tellene. Their descriptions follow.

TABLE 2–2: BASE SAVE AND BASE ATTACK BONUSES

CLASS LEVEL	BASE SAVE BONUS	GLADIATOR BASE ATTACK BONUS	BASIRAN DANCER, BRIGAND, INFILTRATOR, SHAMAN, BASE ATTACK BONUS	SPELLSINGER BASE ATTACK BONUS
1	+0/+2	+1	+0	+0
2	+0/+3	+2	+1	+1
3	+1/+3	+3	+2	+1
4	+1/+4	+4	+3	+2
5	+1/+4	+5	+3	+2
6	+2/+5	+6/+1	+4	+3
7	+2/+5	+7/+2	+5	+3
8	+2/+6	+8/+3	+6/+1	+4
9	+3/+6	+9/+4	+6/+1	+4
10	+3/+7	+10/+5	+7/+2	+5
11	+3/+7	+11/+6/+1	+8/+3	+5
12	+4/+8	+12/+7/+2	+9/+4	+6/+1
13	+4/+8	+13/+8/+3	+9/+4	+6/+1
14	+4/+9	+14/+9/+4	+10/+5	+7/+2
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5

TABLE 2–3: EXPERIENCE AND LEVEL-DEPENDENT BENEFITS

CHARACTER LEVEL	XP	CLASS SKILL MAX RANKS	CROSS–CLASS SKILL MAX RANKS	FEATS	ABILITY INCREASES
1	0	4	2	1st	–
2	1,000	5	2 1/2	–	–
3	3,000	6	3	2nd	–
4	6,000	7	3 1/2	–	1st
5	10,000	8	4	–	–
6	15,000	9	4 1/2	3rd	–
7	21,000	10	5	–	–
8	28,000	11	5 1/2	–	2nd
9	36,000	12	6	4th	–
10	45,000	13	6 1/2	–	–
11	55,000	14	7	–	–
12	66,000	15	7 1/2	5th	3rd
13	78,000	16	8	–	–
14	91,000	17	8 1/2	–	–
15	105,000	18	9	6th	–
16	120,000	19	9 1/2	–	4th
17	136,000	20	10	–	–
18	153,000	21	10 1/2	7th	–
19	171,000	22	11	–	–
20	190,000	23	11 1/2	–	5th

BASIRAN DANCER

Adventures: Basiran dancers adventure both for the excitement and for the opportunity to learn and refine their art. They practice on the road for the pleasure of others and to develop their techniques. Being an active group, the dancers handle the hardship of living the adventuring life with gusto, meeting and exceeding the demands on mind and body.

Characteristics: Basiran dancers are specialized bards devoted to a unique and exciting form of expression. They also hold to a tradition of culture that they believe should not be forgotten. Dancers can cast spells, but their spells tend to have dual purposes: utility is one, and enhancing a performance is another. The dancer uses these spells to distract an attacker should she find herself in combat.

The dancer's combat abilities are slightly better than the bard's, but the dancer enhances these skills with exceptional physical characteristics similar in degree of perfection to those of a monk. In fact, a dancer is most often a trained fighter, concealing martial maneuvers within his or her graceful spins and gestures. Because the dancer might perform in a noble or royal court, the dancer also has some knowledge of diplomacy and etiquette. Nobles often retain dancers and sometimes command them to perform for a guest; a social mistake could cost both the host and the dancer a great deal of problems, so the dancer must be discreet as well as attractive. In this capacity of serving others, the dancer might also acquire information from or about the guest, sometimes without his knowledge or approval.

TABLE 2–4: THE BASIRAN DANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1	2	3	4	5	6
1	+0	+2	+2	+0	Dancer's Fitness +1	2	-	-	-	-	-	-
2	+1	+3	+3	+0	Weapon Finesse feat	3	0	-	-	-	-	-
3	+2	+3	+3	+1	Dancer's Fitness +2	3	1	-	-	-	-	-
4	+3	+4	+4	+1	Bonus feat	3	2	0	-	-	-	-
5	+3	+4	+4	+1	Swirling robes	3	3	1	-	-	-	-
6	+4	+5	+5	+2	Dancer's Fitness +3	3	3	2	-	-	-	-
7	+5	+5	+5	+2	Deft hands	3	3	2	0	-	-	-
8	+6/+1	+6	+6	+2	Bonus feat	3	3	3	1	-	-	-
9	+6/+1	+6	+6	+3	Dancer's Fitness +4	3	3	3	2	-	-	-
10	+7/+2	+7	+7	+3		3	3	3	2	0	-	-
11	+8/+3	+7	+7	+3		3	3	3	3	1	-	-
12	+9/+4	+8	+8	+4	Bonus feat, Dancer's Fitness +5	3	3	3	3	2	-	-
13	+9/+4	+8	+8	+4		3	3	3	3	2	0	-
14	+10/+5	+9	+9	+4		4	3	3	3	1	-	-
15	+11/+6/+1	+9	+9	+5	Dancer's Fitness +6	4	4	3	3	3	2	-
16	+12/+7/+2	+10	+10	+5	Bonus feat	4	4	4	3	3	2	0
17	+12/+7/+2	+10	+10	+5		4	4	4	4	3	3	1
18	+13/+8/+3	+11	+11	+5	Dancer's Fitness +7	4	4	4	4	4	3	2
19	+14/+9/+4	+11	+11	+6		4	4	4	4	4	4	3
20	+15/+10/+5	+12	+12	+6	Bonus feat	4	4	4	4	4	4	4

TABLE 2–5: BASIRAN DANCER SPELLS KNOWN

Level	0	1	2	3	4	5	6
1	4	–	–	–	–	–	–
2	5	2*	–	–	–	–	–
3	6	3	–	–	–	–	–
4	6	3	2*	–	–	–	–
5	6	4	3	–	–	–	–
6	6	4	3	–	–	–	–
7	6	4	4	2*	–	–	–
8	6	4	4	3	–	–	–
9	6	4	4	3	–	–	–
10	6	4	4	4	2*	–	–
11	6	4	4	4	3	–	–
12	6	4	4	4	3	–	–
13	6	4	4	4	4	2*	–
14	6	4	4	4	4	3	–
15	6	4	4	4	4	3	–
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

*Provided the dancer has sufficient Charisma to have a bonus spell of this level.

Alignment: A Basiran dancer may be of any alignment. The Basiran dances require a great deal of dedication and intense concentration, so dancers often have a lawful element to their alignment. On the other hand, dancers tend to be free spirits (a chaotic trait) and add individual elements of style to their dances. The propagation of beauty and happiness that they represent is a good trait, though a few dancers use their skills to distract victims from pickpockets, or as a disguise to sneak an assassin into a noble household.

Religion: Dancers often worship the Raconteur as the creator of their art and patron of the arts in general. Other dancers worship the Peacemaker, the Lord of Silver Linings and the Laugher. Evil dancers tend to worship the Vicelord, the Confuser of Ways or the Jealous Eye.

Background: People across Tellene know Basiran dancers for their exotic skills, grace and outrageous costumes. According to legend, the ancient masters of the dance were famous fighters who hid secret fighting techniques among the innocuous popular dances of the time. These dancers appear in courts as far apart as P'Bapar and Tarisato, and from metropolitan Bet Kalamar to rustic Segeleta. While the overwhelming majority of Basiran dancers are female, male characters do have roles within the intricate dance, and some of the most famous dancers have been male.

The Basiran style of dance, known as *samarata*, traces its roots back to the meeting of the Kalamarans and Fhokki in the area now known as Dodera. Each culture argues that it invented the style and introduced it to the other, but the evidence supporting either claim is suspect. In any case, since the founding of the famous Ladies' School of Dance and Culture in Bet Urala in 220 IR, Basir and Tokis have been the centers of the old tradition.

Races: Most Basiran dancers are human, but elves, half-elves and halflings follow *samarata* as well. Outside of the noble courts, members of all races (except dwarves) perform the cultural dances that form the basis of the class, and can be members of the class. Very few dwarves, with their ungainly builds and dislike for the style, adopt the class.

Other Classes: Dancers get along best with their less-specialized cousins the bards, and they admire the magical prowess of spellsingers and sorcerers. They respect the physical capabilities of monks, with whom they sometimes engage in friendly rivalry. Dancers consider fighters, rangers and especially barbarians uncouth, but individuals may prove themselves worthy. Dancers usually see wizards as too serious for a close personal relationship, but exceptions exist. Excitement tends to follow rogues and infiltrators, and dancers see that as a good thing. Paladins and clerics often present a bit of a game for the dancer: the dancer tries to elicit a smile instead of an admonition over the time spent on a long journey.

Game Rule Information

Basiran dancers have the following game statistics.

Abilities: The dancer must have a high Dexterity to be able to execute her intricate moves, but high Charisma is also imperative. Dancers do not require high Strength, but neither are they weak. Similarly, their constant exercise tends to demand a certain measure of Constitution.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The dancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Pantomime (Wis), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Speak Language (Int), Spellcraft (Int) Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills for skill descriptions.

Skill Points at 1st level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Basiran dancer.

Weapon and Armor Proficiency: Dancers are proficient with light armor, but not shields. They are proficient with all simple weapons, plus the rapier. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment or loot carried.

Spells: A Basiran dancer casts arcane spells from the dancer spell list according to Table 2–4: The Basiran Dancer and Table 2–5: Basiran Dancer Spells Known. She casts these spells without the need to memorize them beforehand or keep a spellbook. All dancer spells have a substantial somatic component, requiring dance-like movement. Dancers receive bonus spells for high Charisma, and to cast a spell, a dancer must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a dancer's spell is 10 + the spell's level + the dancer's Charisma modifier.

Weapon Finesse: The dancer gains the Weapon Finesse feat with one light weapon of her choice.

Bonus Feat: The dancer gains a bonus feat. The feat must come from this list: Alertness, Ambidexterity, Combat Reflexes, Dodge, Endurance, Great Fortitude, Expertise, Improved Initiative, Improved Unarmed Strike, Instant Stand, Iron Will, Light-Footed, Lightning Reflexes, Quick Draw, Run, Toughness, Two-Weapon Fighting, Weapon Focus.

Dancer's Fitness (Ex): The dancer gains the indicated bonus to all Climb, Escape Artist, Jump and Tumble checks.

Swirling Robes (Ex): While wearing her special outfit, the dancer's swirling robes and scarves distract attackers and conceal her true location. The dancer gains the benefit of one-half concealment (20% miss chance). If the dancer uses the full defense combat option, she gains the benefit of three-quarters concealment (30% miss chance). She loses the benefit whenever she loses her Dexterity bonus to AC. This special dancer's outfit costs 15 gp.

Deft Hands (Ex): When trying to conceal the somatic components of a spell as elements of a dance, the dancer adds her Charisma bonus to the Pick Pockets check (see the new uses for this skill in Chapter 4) to represent her ability to distract and deceive the viewer.

A Basiran dancer performing.

DANCER SPELL LIST

Dancers choose their spells from the following list:

- 0th level — *dancing lights, daze, flare, ghost sound, light, prestidigitation, resistance.*
- 1st level — *charm person, daydream, expeditious retreat, feather fall, hypnotism, mage armor, message, silent image, ventriloquism.*
- 2nd level — *animal trance, blur, bull's strength, cat's grace, daylight, detect thoughts, eagle's splendor, end, enthrall, hypnotic pattern, minor image.*
- 3rd level — *blazing star, blink, charm monster, chromatic crown, dispel magic, displacement, emotion, major image, remove curse, sculpt sound, suggestion*
- 4th level — *blinding beauty, break enchantment, dimension door, dominate person, legend lore, modify memory, moon blade, rainbow pattern.*
- 5th level — *dream, false vision, mind fog, mislead, persistent image, wave in motion.*
- 6th level — *eyebite, mass suggestion, project image, veil, wave of destruction.*

Human Dancer Starting Package

Armor: Leather +2 AC, speed 30 ft. (20 ft. for Small characters), 15 lb.

Weapons: Rapier (1d6, crit 18-20/x2, 3 lbs., Medium, Piercing), Light crossbow (1d8, crit 19-20/x3, 6 lbs., Medium, Piercing)

Skill Selection: Pick a number of skills equal to 5 + Int modifier from the following list.

SKILL	RANKS	ABILITY
Balance	4	Dex
Climb	4	Str
Concentration	4	Con
Craft	4	Int
Diplomacy	4	Cha
Escape Artist	4	Dex
Gather Information	4	Cha
Jump	4	Str
Knowledge (arcana)	4	Int
Listen	4	Wis
Move Silently	4	Dex
Pantomime	4	Wis
Perform	4	Cha
Pick Pocket	4	Dex
Profession	4	Wis
Speak Language	4	Int
Spellcraft	4	Int
Swim	4	Str
Tumble	4	Dex
Use Magic Device	4	Cha
Use Rope	4	Dex

Feat: If Dex 13 or higher, Dodge; if Dex 12 or less, Lightning Reflexes. Bonus: Light-Footed.

Spells Known: Cantrips: *dancing lights, ghost sound, light* and *prestidigitation.*

Gear: Dancer's outfit, backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Three torches. Quiver with 20 bolts, spell component pouch.

Gold: 3d4 gp.

Alternative Dancer Starting Package

Same as human dancer, except

Race: Elf, dwarf, half-elf, half-hobgoblin, half-orc or hobgoblin.

Feat: Only one bonus feat.

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Alternative Dancer Starting Package

Same as human dancer, except

Race: Gnome or halfling

Armor: None, speed 20 ft.

Feat: Only one.

Weapons: Sickle (1d6, 20/x2, 3 lb., Small, Slashing) instead of rapier. Dart (1d4, crit 20/x3, 20 ft., 0.5 lb., Small, Piercing) instead of crossbow.

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

BRIGAND

Brigands are much like self serving warriors, only the threat of law enforcement has forced them to rely on stealth as well as brute force. Thus, brigands share some elements in common with both fighters and rogues, while less versatile than bards.

Adventures: For a brigand, an adventure is often simply another way to get paid. It is the rare brigand that joins an adventuring party, most prefer to band together in small groups and make their living by assaulting passing travelers and innocent villagers. The adventuring brigand will often join a strong group of heroes in hopes of 'tagging along' and getting an equal share of treasure and glory in exchange for very little physical work.

Characteristics: The key feature of the brigand is his ability to overawe an opponent – being able to win a confrontation without ever raising a weapon. His attitude, charisma, poise and reputation all contribute to this ability. While not equal to a fighter in combat, or to a rogue in guile, the brigand can still get himself out of a tight spot (or into an otherwise secure location) simply by intimidating his opponent.

Alignment: Brigands are much more likely to be chaotic, or even neutral, than lawful. True neutrality is possible, though unlikely. Both good and evil brigands are found throughout Tellene.

Religion: Brigands commonly worship Risk, though the Great Huntress and the Profitmaker are also revered, if less often. Evil brigands worship the Confuser of Ways above all other evil deities.

Background: Brigands are not born or trained, they are made. A formerly simple peasant who is oppressed by his lords, then raises a band of men and lives in the forests, robbing from the rich and giving to the poor, qualifies as a brigand. An orphaned youth who grows up on the streets and turns to simple, brutal crime to survive also qualifies as a brigand. Brigands often turn to a life of crime because of hardship suffered in the past, though this is not always the case. A rich young nobleman who wears a mask and assaults passing travelers for fun and profit is also a type of brigand.

Races: Brigands are typically human, but a member of any race may become a brigand. Half-hobgoblins, half-orcs and hobgoblins frequently become brigands. Of the elves, wild elves and drow are the most likely to become brigands. Dwarves who have been cast out of their clan, or halflings and gnomes who have turned their backs on the finer things in life, are possible brigands.

Other classes: Brigands warm to bards, fighters and rogues, overall. In a party missing one or more of those classes, the brigand often steps in to fill the role. Of course, they prefer to let the other party members try (and fail) before stepping in to 'save the day.' Brigands are often wary of wizards and sorcerers, and disdainful of paladins and clerics (unless they worship the same deity). A brigand passes judgement on barbarians, druids and monks on an individual basis.

Game Rule Information

Brigands have the following game statistics.

Abilities: Charisma determines the effectiveness of many of the brigand's class features, and should always be the prime consideration. Strength and Dexterity are next in importance, usually followed by Constitution, Wisdom and Intelligence.

Alignment: Any.

Hit Die: d8.

Class Skills

The brigand's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Move Silently (Dex), Jump (Str), Ride (Dex), Search (Int), Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

All of the following are class features of the brigand.

Weapon and Armor Proficiency: Brigands can employ simple weapons, and small and medium-sized martial weapons. They may wear any light armor or hide, and use small shields. Note that armor check penalties for armor heavier than leather apply to the skills Climb, Hide, Jump and Move Silently. Also,

TABLE 2–6: THE BRIGAND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Improved Bluff
2nd	+1	+2	+1	+0	Sneak attack +1d6
3rd	+2	+2	+2	+1	Evasion; Eyes of Fury
4th	+3	+3	+2	+1	Uncanny dodge (Dex bonus to AC)
5th	+4	+3	+2	+1	Sneak attack +2d6
6th	+5	+4	+3	+2	Fearsome Appearance
7th	+6/+1	+4	+3	+2	Sneak attack +3d6
8th	+7/+2	+5	+3	+2	Uncanny dodge (cannot be flanked)
9th	+8/+3	+5	+4	+3	Sneak attack +4d6
10th	+9/+4	+6	+4	+3	Commanding Presence
11th	+10/+5	+6	+4	+3	Bonus feat
12th	+11/+6/+1	+7	+5	+4	Uncanny dodge (+1 against traps)
13th	+12/+7/+2	+7	+5	+4	Sneak attack +5d6
14th	+13/+8/+3	+8	+5	+4	Bonus feat
15th	+14/+9/+4	+9	+6	+4	Sneak attack +6d6
16th	+15/+10/+5	+10	+6	+4	Uncanny dodge (+2 against traps)
17th	+16/+11/+6/+1	+10	+6	+4	Bonus feat
18th	+17/+12/+7/+2	+11	+8	+4	Sneak attack +7d6
19th	+18/+13/+8/+3	+11	+8	+4	Uncanny dodge (+3 against traps)
20th	+19/+14/+9/+4	+12	+8	+4	Sneak attack +8d6

Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feat: The brigand gains a bonus feat. The feat must come from this list: Alertness, Ambidexterity, Circle of Friends, Combat Reflexes, Dodge, Endurance, Fearless, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Instant Stand, Iron Will, Lightning Reflexes, Quick Draw, Run, Toughness, Two-Weapon Fighting, Weapop Focus.

Commanding Presence: At will, a brigand who reaches 10th level may frighten enemies who fail a Will save at DC 10 + her Charisma bonus. Opponents who fail to save must flee as quickly as possible. If the opponent is unable to flee, it may fight, though with a –2 morale penalty on attack rolls, weapon damage rolls and saving throws for one round. This ability duplicates the effects of the feat of the same name.

Eyes of Fury: At will, a brigand who reaches 3rd level may fix enemies with a stern gaze, causing those who fail a Will save (DC 10 + her Cha bonus) to suffer a –2 morale penalty on attack rolls, weapon damage rolls and saving throws for one round. This ability duplicates the effects of the feat of the same name.

Fearsome Appearance: Opponents must make a Will save (10 + her Cha bonus) to make an attack of opportunity against a 6th-level brigand. This ability duplicates the effects of the feat of the same name.

Improved Bluff: The brigand gains +4 ranks to her Bluff skill.

Sneak Attack, Evasion, Uncanny Dodge: As per the rogue class, in Chapter 3: Classes in the *Player's Handbook*.

Starting Gear: 4d4 x 10 gp worth of equipment.

A brigand waits for his prey.

Human Brigand Starting Package

Armor: Brigandine armor +4 AC, armor check penalty –3, speed 30 ft.

Weapons: Shortsword 1d6, crit 19-20/x2, 3 lb., Small, Piercing). Shortbow (1d6, crit x3, 60 ft., 2 lb., Medium-size, Piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier

SKILL	RANKS	ABILITY	ARMOR
Bluff	4	Cha	
Climb	4	Str	-3
Intimidate	4	Cha	
Ride	2	Dex	-3
Search	2	Int	
Spot	2	Wis	

Feat: Fast Healer, Hardiness.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Quiver with 18 arrows.

Gold: 2d8 gp.

Alternative Brigand Starting Package

Same as human brigand, except:

Race: Hobgoblin.

Weapons: Bastard sword (1d10, crit 19-20/x2, 10 lb., medium, Slashing) instead of shortsword.

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Exotic Weapon Proficiency (bastard sword).

Gold: 1d4x2 gp.

GLADIATOR

Adventures: Gladiators love attention, and the glory of adventuring attracts them like moths to a flame. They prefer their payment in fame rather than fortune, and they might be disappointed if an adventure does not promise to include a measure of danger. The gladiator always wants to be the first to accomplish something. If no one has survived 'Death Trap Mountain', the gladiator proudly proclaims that he will be the first.

Characteristics: Gladiators are strong in personal combat, excelling above most other characters when facing a single opponent in melee, especially in front of a crowd. Their strength lies in outmatching an opponent's skill, adapting quickly and mastering a variety of weapons.

Alignment: Gladiators can be of any alignment. They might be honorable warriors who wish to test themselves against others in non-lethal combat, or bloodthirsty killers who disguise their lust behind a facade of showmanship.

Religion: While gladiators often worship the Way of the Berserk, the majority of them worship the Powermaster above all. Other gods, less often revered, include the Knight of the Gods, the Storm Lord and the Laugher. Few other gods find consistent representation among gladiators.

Background: Public fighting is common across Tellene, ranging from friendly wrestling matches and staff fights found everywhere in the Kalamaran gladiatorial arenas to lethal slave bouts in the arenas of Dowond-Brandel. The gladiator is a veteran of these arenas, a professional warrior who has survived numerous challenges against a multitude of foes in contests of skill and strength. Gladiators of Tellene include the infamous Dataris the Chain Master of Tokis (whose prowess was originally discovered when he killed one of his handlers with the chains that bound him), "Scarlet" Onvlen of Vrendolen (who wields the deadliest scimitar and punch dagger combination in the slave pits of Pel Brolenon), and "Ogre" Gelanar (the Paruvian wrestler with arms as thick as young oaks).

Races: Human gladiators draw attention due to their strength and size. For the same reason, half-orcs, half-hobgoblins and hobgoblins also make excellent gladiators. Dwarves, while smaller, are equally powerful. Particularly agile and graceful elven and halfling slaves might become gladiators. Gnomes skilled in hand-to-hand combat more often tend to man the front ranks of a militia force fighting their enemies; they consider fighting for sport a waste of a good soldier. Halfling gladiators are rare; those that do exist usually display exceptional skill and form with one of their racial weapons.

Other classes: Gladiators appreciate the art of showmanship and artistry demonstrated by bards and rogues. They value the companionship of any character that acquits himself bravely in battle, but they prize style as much as they do courage.

Game Rule Information

Gladiators have the following game statistics.

Abilities: Strength most directly determines the gladiator's effectiveness in combat, so it is of prime importance. Dexterity is important because the gladiator often wears light armor and many may choose to forgo the use of a shield in preference for two-weapon fighting. Constitution improves the sturdiness and survivability of the gladiator. A high Charisma is important for good feinting skills.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The gladiator's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (fighting styles) (Int), Pantomime (Wis), Sense Motive (Wis), Spot (Int), and Tumble (Dex). See Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the gladiator.

Weapon and Armor Proficiency: The gladiator is proficient in the use of all simple and martial melee weapons, with light and medium armor, and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment or loot carried.

Center of Attention (Ex): The gladiator thrives on attention. In a battle with an audience and when the gladiator is fighting alone, or beside another gladiator, she gains a morale bonus to

a. cleveland '02

A gladiator defeats a hobgoblin in an arena battle to the death.

TABLE 2–7: THE GLADIATOR

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+2	+0	Bonus Exotic Weapon Proficiency, Center of Attention
2	+2	+3	+3	+0	Arena Veteran +1, Feint
3	+3	+3	+3	+1	
4	+4	+4	+4	+1	Weapon Diversification
5	+5	+4	+4	+1	Arena Veteran +2
6	+6/+1	+5	+5	+2	Improved Feint
7	+7/+2	+5	+5	+2	
8	+8/+3	+6	+6	+2	Improved Weapon Diversification
9	+9/+4	+6	+6	+3	Arena Veteran +3
10	+10/+5	+7	+7	+3	Critical Focus
11	+11/+6/+1	+7	+7	+3	
12	+12/+7/+2	+8	+8	+4	Arena Veteran +4
13	+13/+8/+3	+8	+8	+4	Notorious Style
14	+14/+9/+4	+9	+9	+4	Arena Veteran +5
15	+15/+10/+5	+9	+9	+5	Expert Feint
16	+16/+11/+6+1	+10	+10	+5	
17	+17/+12/+7/+2	+10	+10	+5	Arena Veteran +6
18	+18/+13/+8/+3	+11	+11	+6	
19	+19/+14/+9/+4	+11	+11	+6	Legendary Style
20	+20/+15/+10/+5	+12	+12	+6	Arena Veteran +7

all attack rolls. This bonus is equal to +1 for each factor of 10 in the audience. Thus, 10 or more cheering companions give her a +1 bonus, 100 or more gives +2, 1,000 give +3, etc. These spectators may not be involved in a battle themselves. With this bonus, gladiators are able to achieve heroic results in battle.

Feint (Ex): The attacks of a master gladiator are very deceptive, and opponents find it increasingly difficult to separate the feint from a real attack. When using the Bluff skill to feint in combat, the gladiator gains a bonus equal to her class level as a modifier. She also adds this bonus as a modifier to Sense Motive checks when trying to detect a feint.

Weapon Diversification (Ex): At 4th level, when a fighter might specialize in a single weapon, the gladiator has learned most weapons. She suffers only a -2 penalty for using a weapon with which she is not proficient.

Improved Weapon Diversification (Ex): At 8th level, the gladiator never suffers a penalty for lack of proficiency, no matter how foreign or exotic the weapon. The gladiator does not become proficient in these weapons, he merely suffers no penalty when using them (but still does not qualify for feats such as Weapon Focus, unless he does acquire the proficiency).

Arena Veteran (Ex): The gladiator trains to exploit every weakness and opportunity her foe presents. The gladiator gains the indicated bonus on all attacks of opportunity, and can make a number of additional attacks of opportunity in a round equal to the indicated bonus.

Improved Feint (Ex): At 6th level, the gladiator can use the Bluff skill to feint in combat as a move- equivalent action that does not provoke an attack of opportunity.

Critical Focus (Ex): At 10th level, the gladiator doubles the critical threat range and increase the critical damage modifier by one when facing a single opponent. For example, an orc double axe in the hands of a gladiator with Critical Focus would threaten on a 19-20 and have a critical modifier of x4.

Notorious Style (Su): At 13th level, the gladiator gains the ability to instill fear in his enemies. By taking a standard action to display her prowess with a weapon, the gladiator forces all opponents within 40 feet to make Will saving throws at a DC of 15 + the gladiator's level (in her gladiator class). Opponents who fail their saving throw are shaken, those that fail by more than five are frightened, and those that fail by ten or more are panicked (see pages 84-85 of the *Dungeon Master's Guide* for the rules on shaken, frightened and panicked conditions.) Displaying the weapons includes making feints, swinging the weapon and generally showing off. During this time, the character may take no other actions.

Expert Feint (Ex): At 15th level, the gladiator can use the Bluff skill to feint in combat as a free action that does not provoke an attack of opportunity. This ability can only be used once per attack.

Legendary Style (Ex): At 19th level, the gladiator gains a bonus to damage equal to one half his level when fighting a single opponent.

Human/Hobgoblin Gladiator Starting Package

Armor: Breastplate +5 AC, speed 20 ft., 30 lb.

Weapons: Long sword (1d8, crit 19-20/x2, 4 lb., Medium, Slashing) and Dagger (1d4, crit 19-20/x2, 1 lb., Tiny, Piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

SKILL	RANKS	ABILITY	ARMOR
Balance	4	Dex	-4
Bluff	4	Cha	
Climb	4	Str	-4
Intimidate	4	Cha	
Jump	4	Str	-4
Knowledge (fighting styles)	4	Int	
Pantomime	4	Wis	
Sense Motive	4	Wis	
Speak Language	4	Int	
Spot	4	Int	
Tumble	4	Dex	-4

Feat: Power Attack.

Bonus Feat: Eyes of Fury (humans only).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, three pints of oil.

Gold: 6d4 gp.

Alternate Gladiator Starting Package

Race: Half-hobgoblin, elf or half-orc.

Armor: Breastplate +5 AC, speed 20 ft., 30 lb.

Weapons: Dire flail (1d8/1d8, crit x2, 20 lb., Large, Bludgeoning), Heavy crossbow (1d10, crit 19-20/x2, 120 ft., 9 lb., Piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier from the following list.

SKILL	RANKS	ABILITY	ARMOR
Balance	4	Dex	-4
Bluff	4	Cha	
Climb	4	Str	-4
Intimidate	4	Cha	
Jump	4	Str	-4
Knowledge (fighting styles)	4	Int	
Pantomime	4	Wis	
Sense Motive	4	Wis	
Speak Language	4	Int	
Spot	4	Int	
Tumble	4	Dex	-4

Feat: Power Attack.

INFILTRATOR

Infiltrators are a variant class of rogue that combines elements of several classes to make a unique raider and saboteur. Originally a crude humanoid plague on peaceful settlements, infiltrators have become proud of their skills and put them to use in a variety of situations. Infiltrators might be spies, assassins, bandits or highwaymen. They might also be stealthy scouts, dependable guides, tough caravan guards or honest hunters.

Adventures: Infiltrators work alone or in small groups, making them ideal fits for an adventuring party. Since they typically know the local geography, have good contacts and are familiar with hazards of travel, they make excellent companions. They adventure out of a desire for excitement, a love of trouble or an irrepressible urge to wander and explore.

Characteristics: Infiltrators combine the stealthy aspects of a rogue with martial skills and a certain amount of woodcraft. Their skills are similar to the ranger, but their mind-set is closer to that of the rogue. Whereas rogues rely on Intelligence, infiltrators need Wisdom, representing their woodcraft, native lore and knack for following intuition. In a pinch, though, they find they cannot avoid brute force, thus they also need Strength.

Alignment: Infiltrators, like others who prefer to work alone, lean toward chaotic alignments. They might be either good, neutral or evil.

Religion: Infiltrators prefer gods of luck, chance and skill. They worship Risk, Raconteur, the Traveler, the Landlord and the Laugher most often. They generally avoid the Fate Scribe's insistence that their actions might be predetermined, and dislike constraining faiths such as those of the True or the Overlord.

Background: The infiltrator is a humanoid class that certain members of the elf and gnome races have begun to follow as well. It arose from the need to quickly sneak into another settlement and steal supplies or stir up trouble with arson or other mayhem. This practice is so common among these cultures that woodland races have adopted it for striking back at the humanoids. Bands of infiltrators sneak into orcish fortifications or gnoll camps with poison or tindertwig to inflict as much harm as possible.

Races: The most likely player character infiltrators are wood elves, high elves or gnomes of any sort. Dwarven infiltrators, enhancing their class skills with the dwarven racial traits, make highly effective underground adventurers. Some braver halflings adopt it also, and these are more likely to use their skills against human or other "friendly" races. Among humans, the most likely infiltrators are the Dejy, who make war on their enemies as infiltrators, or Fhokki. Reanaarian pirates, press gangs and buccaneers might include infiltrators as well. The intellectual gray elves are possibly the only subrace that virtually never embraces this class.

Other Classes: While infiltrators are very self-reliant, they appreciate the strengths of other classes. A wizard or sorcerer can be useful for bestowing *invisibility* or other enhancing spells. Heavily armored warriors such as fighters and paladins are useful

TABLE 2–8: THE INFILTRATOR

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+0	Sneak attack +1d6, Fast Movement (10 ft.)
2	+1	+0	+3	+0	Uncanny dodge, woodland stride
3	+2	+1	+3	+1	Trackless Step
4	+3	+1	+4	+1	Woodcraft, Sneak attack +2d6
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Internal Compass
7	+5	+2	+5	+2	Sneak attack +3d6
8	+6/+1	+2	+6	+2	Fast Movement (20')
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	Moving Target, Sneak attack +4d6
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	
13	+9/+4	+4	+8	+4	Sneak attack +5d6
14	+10/+5	+4	+9	+4	Fast Movement (30 ft.)
15	+11/+6/+1	+5	+9	+5	
16	+12/+7/+2	+5	+10	+5	Sneak attack +6d6
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	Sneak attack +7d6
20	+15/+10/+5	+6	+12	+6	

in certain situations, but limited in their versatility. The right cleric or druid can be a fun-loving, valuable companion, but the wrong cleric can be a stick-in-the-mud. Barbarians might have the right frame of mind, if they lack a little subtlety. Rangers are close kin, but infiltrators consider their emphasis on protecting wildlife pointless; most animals can take care of themselves.

Game Rule Information

Infiltrators have the following game statistics.

Abilities: A high Dexterity is useful for avoiding attacks, since the infiltrator does not wear heavy armor. Many of her skills also rely on Dexterity. A high Constitution score is useful because the infiltrator is often alone and might need that extra bit of durability in order to survive. For infiltrators who routinely deal in stolen documents and other such items, Intelligence can also come in handy.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Ride (Dex), Search (Int), Spot (Int), Swim (Str), Use Rope (Dex), Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

C. Cleveland '02

Gnomes make excellent infiltrators.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the infiltrator class.

Weapon and Armor Proficiency: The infiltrator is proficient with all simple and martial weapons. They are proficient with light armor and shields, but they generally disdain the use of a shield, since it ties up a hand that can be useful for climbing, holding a rope or disarming a trap. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently and Pick Pocket. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment or loot carried.

Sneak Attack: The infiltrator can make a sneak attack just as a rogue does.

Fast Movement (Ex): The infiltrator has a bonus of +10 feet to his base speed when wearing no armor or light armor, or when wearing medium armor and not carrying a heavy load (though of course the infiltrator must have the Armor Proficiency (Medium) feat. This movement increases to +20 feet at 8th level and +30 feet at 14th level.

Woodland Stride (Ex): At 2nd level, the infiltrator may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect the infiltrator.

Uncanny Dodge (Ex): Also at 2nd level, the infiltrator can react to danger without consciously sensing it. She gets her Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker.

Trackless Step (Ex): At 3rd level, the infiltrator leaves no trail in natural surroundings and thus cannot be tracked.

Woodcraft (Ex): At 4th level the infiltrator gain a +2 circumstance bonus to Climb, Hide, Listen, Move Silently and Spot checks when outdoors in a rural or wilderness setting.

Internal Compass (Ex): At 6th level, the infiltrator always knows which way is north. Determining direction for the infiltrator is a standard action.

Moving Target (Ex): At 10th level, the infiltrator is hard to hit when she is moving. If an infiltrator moves more than a 5-foot step during her combat action, she gains a +4 dodge bonus to Armor Class until her next action.

Elf/Half-Elf Infiltrator Starting Package

Armor: Studded leather +3 AC, speed 30 ft., 20 lb.

Weapons: Rapier (1d6, crit 18-20/x2, 3 lb., Medium, Piercing), Shortbow (1d6, crit 20/x3, 60 ft., 2 lb., Medium, Piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier from the following list.

SKILL	RANKS	ABILITY	ARMOR
Disable Device	4	Int	
Escape Artist	4	Dex	
Hide	4	Dex	-1
Jump	4	Str	
Listen	4	Wis	
Move Silently	4	Dex	-1
Open Locks	4	Dex	
Search	4	Int	
Wilderness Lore	4	Wis	

Feat: Sprint.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Three torches, three tindertwigs, and caltrops.

Gold: 2d4 gp.

Alternative Infiltrator Starting Package

Race: Human, dwarf, gnome, half-orc, half-hobgoblin, halfling or hobgoblin.

Armor: Leather +2 AC, speed 30 ft. (20 ft. for Small characters), 15 lb.

Weapons: Shortsword (1d6, 19-20/x2, 3 lb., Small, Piercing), and shortbow (1d6, crit 20/x3, 60 ft., 2 lb., Medium-size, Piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier from the following list.

SKILL	RANKS	ABILITY	ARMOR
Disable Device	4	Int	
Escape Artist	4	Dex	
Hide	4	Dex	-1
Jump	4	Str	
Listen	4	Wis	
Move Silently	4	Dex	-1
Open Locks	4	Dex	
Search	4	Int	
Wilderness Lore	4	Wis	

Feat: Sprint.

Bonus Feat: Spell Dodge (human only).

Gold: 2d4 gp.

SHAMAN

Simple folk sometimes forego the rigid structure of Tellene's religious pantheon and worship the elements, creatures and forces of the world directly. Instead of paying homage to one or more gods, these people revere the unseen spirits that represent the river that gives their village life, or the mountains that protect them and provide for them. Shamans guide these people in their worship and provide wise counsel in their everyday lives as well, since the shaman sees no difference between the two.

Adventures: Shamans guide and protect their tribes. While warriors and barbarians charge the enemy, shamans protect them with spells, and summon the spirits to aid in the fight. They might leave the tribe for an extended period of time in order to fight some evil, learn about a civilized land that borders their own, or search for magical items or artifacts to help their people.

Characteristics: Shamans cast divine spells like druids, although they believe their power comes from individual spirits, especially their totem spirit. This belief grants them certain supernatural abilities as they gain experience, which supports their claim and reinforces their position in their society.

The shaman's weapons and armor are a combination of simple tribal living and lack of training. The shaman's primary role is that of an advisor, not a doer. Also, tribal superstition forbids the use of worked metal, and its use outside of certain ceremonies violates the shaman's ethics and angers her totem spirit.

Alignment: While they often control the politics of a tribe, the shaman believes that avoiding extreme views helps the tribe most in the long run. Like the druid, she must retain at least one neutral aspect (neutral good, neutral evil, chaotic neutral, lawful neutral) or remain true neutral. Evil shamans, those who use as much power as their totem will allow them for harm, do exist, but even they realize that they must meet the demands of the totem. These demands include actions that allow for the continued survival of the shaman's tribe.

Religion: Shamans follow and sometimes change ancient traditions in worshiping the elements and forces of nature. The shaman teaches others about the spirits, often by parable. They follow no organization and have no secret language among themselves. The spirits are, in truth, different aspects of the deity known as The Bear, not individual spirits with powers of their own.

Background: Races and cultures that live most closely with nature are as likely to have a shaman for their spiritual leader as they are a druid or cleric. The shaman worships each natural thing—pine tree, storm cloud, lion, etc.—as a spirit. Ancient tradition dictates the spirit's temperament and nature. The shaman chooses a single one of these spirits as a totem and reveres that animal or object over the others, but he must placate or appease all of them for the good of his people. Shamans include Harmaan the Protector (an ancient gnoll of the Elos), Nurzek (a wizened hobgoblin from the

Brindonwood) and Zashun (a warrior-shaman Dejy who leads a small tribe east of Trarr).

Races: Among the humans, the Dejy are most likely to become shamans. Fhokki have their share of Shamans, but typically only in the most remote and barbaric clans. Shamans from other races are rare, although certain rural Ahznoms and Reanaarians have adopted their belief system. Wild elven shamans, whose chaotic nature sometimes makes adherence to the druidic hierarchy difficult, are fairly common. They usually guide barbarian tribes. Few elves from other subraces become shamans, except for wood elves. Gnomes, especially forest gnomes, make wise and powerful shamans, and they are most often found in the Wild Lands. Halfling shamans are less common than gnomes; they have the right attitude, but halfling culture simply does not produce shamans. Dwarf shamans are rare, but those that exist revere a slightly different set of spirits. Dwarven spirits naturally feature stones and mountains in prominent positions.

Among humanoids, the shaman class is far more natural than the druid. Chaotic races such as orcs and hill giants prefer the shaman class, and stone giants advance in it as well.

Other classes: Shamans work best with barbarians, and are often found with them in societies other than their own. In fact, multiclassed shaman/barbarians are common. They associate well with rangers , as long as the ranger does not flagrantly violate the shaman's ethics. Shamans deal with most other classes—fighter, rogues, bards and wizards—on a case-by-case basis. They often do not understand the cultural differences that go into making a paladin, and they disagree religiously (and sometimes violently) with clerics and druids. They see sorcerers as gifted by the spirits and tend to treat them as akin to the shaman, but with a mysterious purpose.

Game Rule Information

Shamans have the following game statistics.

Abilities: Wisdom determines how powerful a spell a shaman can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, a shaman must have a Wisdom score of 10 + the spell's level. A shaman gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a shaman's spell is 10 + the spell's level + the shaman's Wisdom modifier.

Since the shaman wears light armor, a high Dexterity is useful for keeping her safe in combat.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral or neutral evil.

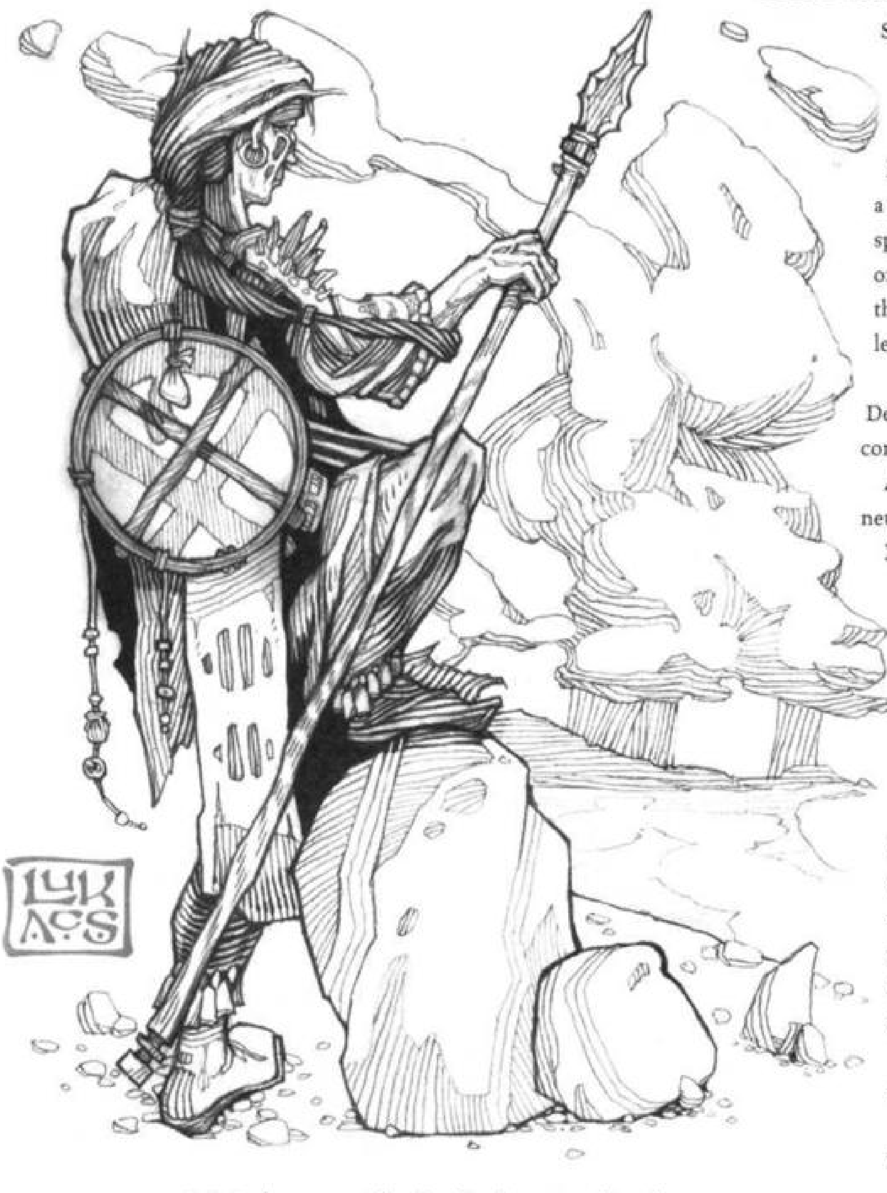
Hit Die: d8.

CLASS SKILLS

The shaman's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.



A Dejy shaman watches the skies for approaching dangers.

CLASS FEATURES

All of the following are class features of the shaman.

Weapon and Armor Proficiency: Shamans are proficient with the following weapons: bear claw, club, dagger, dart, longspear, pig stick, quarterstaff, scimitar, shortspear and sling. Their totem prohibits them from using other weapons. They are proficient with light and medium armors, but cannot use metal armors, so they are restricted to padded, leather and hide armors. They may use shields as long as they are not metal. Note that armor check penalties apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

A shaman who wears prohibited armor or wields a prohibited weapon is unable to use any of her magical powers while doing so and for 24 hours thereafter. (Note: a shaman can use wooden items that have been altered by the *ironwood* spell so that they function as though they were steel. See the spell description, page 218 of the *Player's Handbook.*)

Spells: A shaman casts divine spells according to Table 2-9: The Shaman. A shaman may prepare and cast any spell on the druid and shaman spell list, provided he can cast spells of that level. Like a druid, a shaman cannot lose a prepared spell to cast a cure spell in its place. Also like the druid, the shaman cannot use spells with the descriptors "Chaos, Evil, Good or Law" that oppose her alignment.

A shaman does not acquire her spells from books or scrolls, instead, she meditates or prays for her spells, receiving them as gifts from her totem spirit. Once per day, the shaman must spend an hour in quiet meditation or prayer with her totem spirit. This may be at any time during the day (morning, noon, midnight or all points in between). Time spent resting has no effect on whether the shaman can prepare her spells.

Animal Companion, Trackless Step, Woodland Stride: As per the druid class, in Chapter 3: Classes in the Player's Handbook. Note that the DM must approve any animal companions other than the shaman's Totem (some of which may have too many hit dice for the shaman until he advances beyond first level).

Animal Totem: When the player creates a shaman character or gains the first level of shaman, she must choose a single totem. The shaman's totem, as well as bestowing spells, grants her a bonus that arises from the favor of the totem and stays in play for as long as the shaman does not offend the spirit of the totem. If the shaman kills one of the totem's kind, violates the trust of her people or fails to make offerings on holy days, she offends the animal aspect of her deity. A shaman may never have more than one totem. Once a totem is chosen, it is permanent.

Sample Totem	Benefit
Bear	Shaman gains +1 Str
Boar	Shaman gains +3 hit points; Immovability feat
Bobcat	Shaman gains +1 Dex
Buffalo	Shaman gains +1 Con
Deer	Shaman gains +2 bonus to Initiative; Instant Stand feat
Eagle	Shaman gains +2 on Spot checks; Fearless feat
Fox	Shaman gains +2 Cha
Hare	Shaman gains +2 Wis
Horse	Shaman gains Run feat; Sprint feat
Owl	Shaman gains low-light vision; Improve Cover feat
Panther	Shaman gains +2 on Hide checks; Light-Footed feat
Snake	Shaman gains +2 Int
Wolf	Shaman gains Lone Wolf feat; Track feat

Create Fetish (Su): At 3rd level, the shaman gains the ability to create a fetish. The fetish is a minor magical item that functions for a specific individual. The shaman must spend 24

TABLE 2–9: THE SHAMAN

CLASS	BASE ATTACK	FORT	REF	WILL		SPELLS PER DAY*									
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Animal Companion	3	1+1	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	Woodland Stride	4	2+1	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3	Create Fetish	4	2+1	1+1	-	-	-	-	-	-	-
4	+2	+1	+1	+4	Trackless Step, Wild Shape 1/day	5	3+1	2+1	-	-	-	-	-	-	-
5	+2	+1	+1	+4		5	3+1	2+1	1+1	-	-	-	-	-	-
6	+3	+2	+2	+5	Wild Shape (2/day)	5	3+1	3+1	2+1	-	-	-	-	-	-
7	+3	+2	+2	+5	Favor of the Spirits	6	4+1	3+1	2+1	1+1	-	-	-	-	-
8	+4	+2	+2	+6	Wild Shape (3/day)	6	4+1	3+1	3+1	2+1	-	-	-	-	-
9	+4	+3	+3	+6	Venom Immunity	6	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10	+5	+3	+3	+7	Wild Shape (4/day)	6	4+1	4+1	3+1	3+1	2+1	-	-	-	-
11	+5	+3	+3	+7		6	4+2	4+1	4+1	3+1	2+1	1+1	-	-	-
12	+6/+1	+4	+4	+8	Wild Shape (5/day)	6	4+2	4+1	4+1	3+1	3+1	2+1	-	-	-
13	+6/+1	+4	+4	+8	A Thousand Faces	6	4+2	4+2	4+1	4+1	3+1	2+1	1+1	-	-
14	+7/+2	+4	+4	+9	Wild Shape (6/day)	6	4+2	4+2	4+1	4+1	3+1	3+1	2+1	-	-
15	+7/+2	+5	+5	+9	Timeless Body	6	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1	-
16	+8/+3	+5	+5	+10	Wild Shape (7/day)	6	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1	-
17	+8/+3	+5	+5	+10		6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	2+1	1+1
18	+9/+4	+6	+6	+11	Wild Shape (8/day)	6	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1	2+1
19	+9/+4	+6	+6	+11		6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	3+1	3+1
20	+10/+5	+6	+6	+12	Wild Shape (at will)	6	4+2	4+2	4+2	4+2	4+2	4+1	4+1	4+1	4+1

* In addition to the stated number of spells per day for 1st through 9th-level spells, a shaman receives a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom. The domain spell must come from one of the Bear's domains (Animal, Plant, Beastmaster or Renewal).

hours making the item and choose for whom it will function beforehand. The shaman must give the fetish to the person it is intended for and usually make some prohibition when making the gift. The prohibition might be to not flee from a battle when companions are still on the field, to not steal from the shaman's tribe, or to never return to a forbidden place.

If the individual ever violates the prohibition or if the shaman ever demands the return of the fetish, the magic is lost. A fetish grants its owner a +1 divine bonus on saves and a +1 resistance bonus to saves against one element of the creator's choice.

Wild Shape (Su): At 4th level, the shaman gains the ability to *polymorph self* into the animal of her totem (and back again) once per day. The shaman gains the ability to assume the shape more times per day at 6th, 8th, 10th, 12th, 14th, 16th and 18th levels. A 20th level shaman may shift forms at will.

Favor of the Spirits (Su): After 7th level, should anyone attack the shaman when she is helpless or completely unaware, that person must make a Will save (DC 14) or receive a curse that results in 6 points of temporary ability damage to one of his six ability scores, chosen at random. This curse can only reduce an ability score to a minimum of 1. This is a supernatural ability that is otherwise similar to the spell bestow curse.

Venom Immunity: At 9th level the shaman gains immunity to all organic poisons, including those of monsters but not mineral poisons or poison gas.

A Thousand Faces: At 13th level, the shaman can alter her appearance at will (as a standard action) as if using the spell *alter self*.

A dejy (Kakado tribe) performing a ritual dance.

Timeless Body: At 15th level, the shaman appears to cease aging. She does not suffer penalties for advancing age and cannot be magically aged. Bonuses still accrue, and the shaman dies of old age when her time is up.

Dejy Human Shaman Starting Package

Armor: Studded leather +3 AC, large wooden shield +2 AC, armor check penalty -3, speed 30 ft., 30 lb.

Weapons: Longspear (1d8, crit 20/x3, 9 lb., Large, Piercing), Sling (1d4, crit 20/x2, 50 ft., 0 lb., Small, Bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + Int modifier from the following list.

SKILL	RANKS	ABILITY	ARMOR
Animal Empathy	4	Cha	–
Concentration	4	Con	–
Handle Animal	4	Cha	–
Heal	4	Wis	–
Knowledge (nature)	4	Int	–
Spellcraft	4	Int	–
Swim	4	Str	-8*
Wilderness Lore	4	Wis	–

* –1 per 5 pounds of equipment.

Feat: Critical Spell Strike, Track.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.

Gold: 1d6 gp.

Alternate Shaman Starting Package

Race: Dwarf, elf, gnome, half-elf, half-hobgoblin, half-orc, halfling, hobgoblin.

Armor: Studded leather +3 AC, speed 30 ft., small wooden shield +1 AC, armor check penalty -3, speed 30 ft., 25 lb.

Weapons: Shortspear (1d8, crit 20/x3, 5 lb., Large, Piercing), Sling (1d4, crit 20/x2, 50 ft., 0 lb., Small, Bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Int modifier from the following list.

SKILL	RANKS	ABILITY	ARMOR
Animal Empathy	4	Cha	–
Concentration	4	Con	–
Handle Animal	4	Cha	–
Heal	4	Wis	–
Knowledge (nature)	4	Int	–
Spellcraft	4	Int	–
Swim	4	Str	-8*
Wilderness Lore	4	Wis	–

*-1 per 5 pounds of equipment.

Feat: Critical Spell Strike.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Three torches, three tindertwigs and caltrops.

Gold: 1d6 gp.

SPELLSINGER

Spellsingers cast spells through their songs. These songs become popular verses in elven culture, although only those with the talent for sorcery are able to use them to cause magical effects. According to ancient elven tradition, the spellsingers were the first arcane spellcasters on Tellene. Accordingly, they take great pride in their skills. At least among elves, ample evidence exists for sorcery being hereditary, as many spellsingers point to their ancestors who also had the talent.

Adventures: Like sorcerers, spellsingers adventure to learn their craft and explore their unique talent. They journey in the hopes of finding others like themselves, so that they can share stories, learn from each other and then (usually) part and continue the process. Spellsingers pride themselves on their spellcasting creativity and imagination. Adventuring provides them with an opportunity to put that ability to the test.

Characteristics: Charisma is far and away the spellsinger's most important attribute. Besides affecting her spellcasting ability, it is key to her singing. Aside from Charisma, spellsingers often have high Wisdom scores to reflect their natural intuition and inventiveness. A high Constitution score is helpful in maintaining concentration, which spellsingers claim is very important.

Alignment: Spellsingers are independent, and therefore tend toward chaotic, but they are rarely evil.

Religion: Spellsingers worship Raconteur far more often than any other god. Lesser patrons include the Shimmering One, the Coddler, the Riftmaster and the Laugher.

Background: The first spellsingers on Tellene were direct descendants of the gray elf Yealen Batania, who according to legend first created the precious metal mithral to fight the diabolic followers of Blacksoul. Yealen armed his Nine Saints with spears tipped with mithral heads and slew the devils faster than Blacksoul could summon them. The spellsinger sealed the gate Blacksoul had created to bring in the outsiders, and then sang a song of hope for his saints. Blacksoul devoured seven of the saints, then Caregiver, Raconteur or the Eternal Lantern (the tale varies by teller) intervened and protected Yealen. Some accounts even claim Yealen reversed the summoning gate and himself sent Blacksoul away, though most right-thinking folk find this version simply preposterous.

Races: The first spellsingers were all elves, but other races began to hunger for this strange type of magic after the elves spread its knowledge across Tellene. Dwarves who have the capability for sorcery have a surprising talent for spellsinging, but they prefer to do their singing in groups. Halflings, despite their comparatively shrill voices, make good spellsingers. Gnome spellsingers are less common, and hobgoblin, half-orc, and half-hobgoblin spellsingers extremely rare.

Other classes: Spellsingers treat other classes in much the same way as sorcerers do. They get along very well with bards, however, and conflict less frequently with wizards.

Game Rule Information

Spellsingers have the following game statistics.

Abilities: Spellsingers may cast the same spells as sorcerers, though Charisma determines how powerful a spell a spellsinger can cast, how many spells the spellsinger can cast per day and how hard those spells are to resist. To cast a spell, a spellsinger must have a Charisma score of 10 + the spell's level. A spellsinger also receives bonus spells based on Charisma. The Difficulty Class of a saving throw against a spellsinger's spell is 10 + the spell's level + the spellsinger's Charisma modifier.

TABLE 2–10: THE SPELLSINGER

Class	Base Attack	Fort	Ref	Will		Spells per Day									
Level	Bonus	Save	Save	Save	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon Familiar, Spellsing	3	1	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4	2	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3		4	2	1	-	-	-	-	-	-	-
4	+2	+1	+1	+4		4	3	2	-	-	-	-	-	-	-
5	+2	+1	+1	+4		4	3	2	1	-	-	-	-	-	-
6	+3	+2	+2	+5		4	3	3	2	-	-	-	-	-	-
7	+3	+2	+2	+5		4	4	3	2	1	-	-	-	-	-
8	+4	+2	+2	+6		4	4	3	3	2	-	-	-	-	-
9	+4	+3	+3	+6		4	4	4	3	2	1	-	-	-	-
10	+5	+3	+3	+7		4	4	4	3	3	2	-	-	-	-
11	+5	+3	+3	+7		4	4	4	4	3	2	1	-	-	-
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	-	-	-
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	-	-
14	+7/+2	+4	+4	+9		4	4	4	4	4	4	3	2	-	-
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	-
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	-
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

TABLE 2–11: SPELLSINGER SPELLS KNOWN

LEVEL	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	3	1*	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	-
5	6	4	2	1*	-	-	-	-	-	-
6	7	4	2	1	-	-	-	-	-	-
7	7	5	3	2	1*	-	-	-	-	-
8	8	5	3	2	1	-	-	-	-	-
9	8	5	4	3	2	1*	-	-	-	-
10	9	5	4	3	2	1	-	-	-	-
11	9	5	5	4	3	2	1*	-	-	-
12	9	5	5	4	3	2	1	-	-	-
13	9	5	5	4	4	3	2	1*	-	-
14	9	5	5	4	4	3	2	1	-	-
15	9	5	5	4	4	4	3	2	1*	-
16	9	5	5	4	4	4	3	2	1	-
17	9	5	5	4	4	4	3	3	2	1*
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

*Provided the spellsinger has sufficient Charisma to have a bonus spell of this level.

Spellsingers may sing spells whose casting normally does not require a verbal component.

Alignment: Any.

Hit Die: d4.

CLASS SKILLS

The spellsinger's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Speak Language (Int) and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features of the spellsinger.

Weapon and Armor Proficiency: Spellsingers are proficient with all simple weapons. They are not proficient with any type of armor, nor with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment or loot carried.

Summon Familiar: Like a sorcerer, a spellsinger may summon a familiar. A familiar is a magical, unusually tough and intelligent version of a small animal (see page 51 of the *Player's Handbook*).

Spellsing: Starting at 1st level, the spellsinger does not need somatic components or common material components to cast a spell. All of her spells, however, require a verbal component in addition to any exceptional material components (those that have a listed gold piece or experience point value).

Elven Spellsinger Starting Package

Armor: None, speed 30 ft.

Weapons: Rapier (1d6, crit 18-20/x2, 3 lb., Small, Piercing), shortbow (1d6, crit 20/x3, 60 ft., 2 lb., Medium, Piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier from the following list.

SKILL	RANKS	ABILITY
Concentration	4	Con
Knowledge (arcana)	4	Int
Knowledge (nature)	4	Int
Perform	4	Cha
Scry	4	Int
Spellcraft	4	Int

Feat: Point Blank Shot.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Hooded lantern, 5 pints of oil.

Gold: 6d4 gp.

A spellsinger teleports away from danger.

Chapter 3
Prestige Classes

"Even the best warriors are not equal to their own prestige."
– Jasselan, elven thief and smuggler exiled from Doulathanorian

Tellene is rife with secret societies, ambitious organizations and religious cults that seek power, fame and riches. Each of these societies has its own goals and methods of pursuing those goals. The individuals who form the core of these groups share a specific set of skills and techniques. They teach certain spells, practice fighting styles or skills, and keep their secrets to themselves. Any of these groups is a potential prestige class waiting for development.

ALLIANCE MERCHANT

An assortment of merchants and others banded together in the Golden Alliance to help themselves individually achieve greater wealth. Certain political factors favor trade, and they work to promote those laws and factors in nations where they do business. While anyone who helps existing members gain wealth is welcome to join the network, they prefer associates who do not bring with them exceptionally powerful enemies.

Alliance merchants live throughout Tellene. They tend to be powerful political influences, using their wealth as a bargaining tool with the local ruler, always keeping in reserve the threat to move their operations elsewhere. They are particularly strong in Dowond-Brandel, Ospolen, P'Bapar, Bet Regor, Bet Kalamar, Zoa and Zha-nehzmish. Alliance merchants include Zeba Mastera, a Meznam ivory dealer, Ashaboran Renoraz, a member of the Ashoshani parliament and Tranton Vrenlal, a native of Dalen now operating a huge shipping fleet in Bet Kalamar.

Hit Die: d6.

REQUIREMENTS

To qualify to become an Alliance Merchant, a character must fulfill all the following criteria.

Alignment: Any non-good.

Appraise: 10 ranks.

Diplomacy: 6 ranks.

Gather Information: 8 ranks.

Feat: Iron Will.

Special: The character must own or operate a business with an annual income of 20,000 gold pieces or more and the Golden Alliance must ask the character to join.

CLASS SKILLS

The Alliance merchant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Perform (Cha), Profession (Wis) Search (Int), Sense Motive (Wis) and Speak Language (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

TABLE 3—1: THE ALLIANCE MERCHANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Fool's Gold
2	+1	+0	+0	+3	Notorious
3	+2	+1	+1	+3	Perfect Appraisal
4	+3	+1	+1	+4	Soft Strike
5	+3	+1	+1	+4	Strongarm
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	Foolproof Pilfering
8	+6	+2	+2	+6	Outsneak*
9	+6	+3	+3	+6	
10	+7	+3	+3	+7	Outsneak**

* Immune to sneak attacks

** Attack of opportunity against sneak attackers

CLASS FEATURES

All of the following are class features of the Alliance merchant prestige class.

Weapon and Armor Proficiency: The Alliance merchant is proficient with all simple weapons and with light armor. Note that armor check penalties apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Fool's Gold (Ex): At 1st level the merchant can make inferior items seem good and good items appear exceptional. He sells his products for twice their normal value.

Notorious (Ex): At 2nd level, the merchant's reputation enhances his threats and innuendo. The merchant gains a +2 bonus to all Intimidate checks.

Perfect Appraisal (Ex): At 3rd level the merchant knows the value of all trade goods, gems, jewelry and coins on sight. He can estimate the worth of a large collection of valuables in moments (a standard action).

Soft Strike (Ex): At 4th level the merchant is an expert at capturing his foes. He can attempt a soft strike. If he scores a critical hit, the creature struck must make a Fortitude save at DC 10 + the damage rolled or be knocked unconscious for ten minutes instead of taking damage. If the creature succeeds, it takes normal subdual damage from the strike. The merchant must declare the intention to use a soft strike before rolling damage for the critical hit.

Strongarm (Ex): At 5th level, the merchant gains the loyalty of a 1st level assassin (since the assassin is a prestige class, the assassin must have levels of some other class as well; the character's total level is not higher than 7th). The assassin is mostly loyal to the merchant and serves as threat, collector, bodyguard, spy and enforcer. The assassin gains a level for each two character levels the merchant gains. If his assassin is killed, the merchant can attract another assassin within 30 days.

Foolproof Pilfering (Ex): At 7th level, the merchant's combined scams, embezzlement and skimming totals 1,000 gp per month. She might also draw a salary, of course. Under normal circumstances, this level of theft does not draw the attention of employees, other merchants or the authorities.

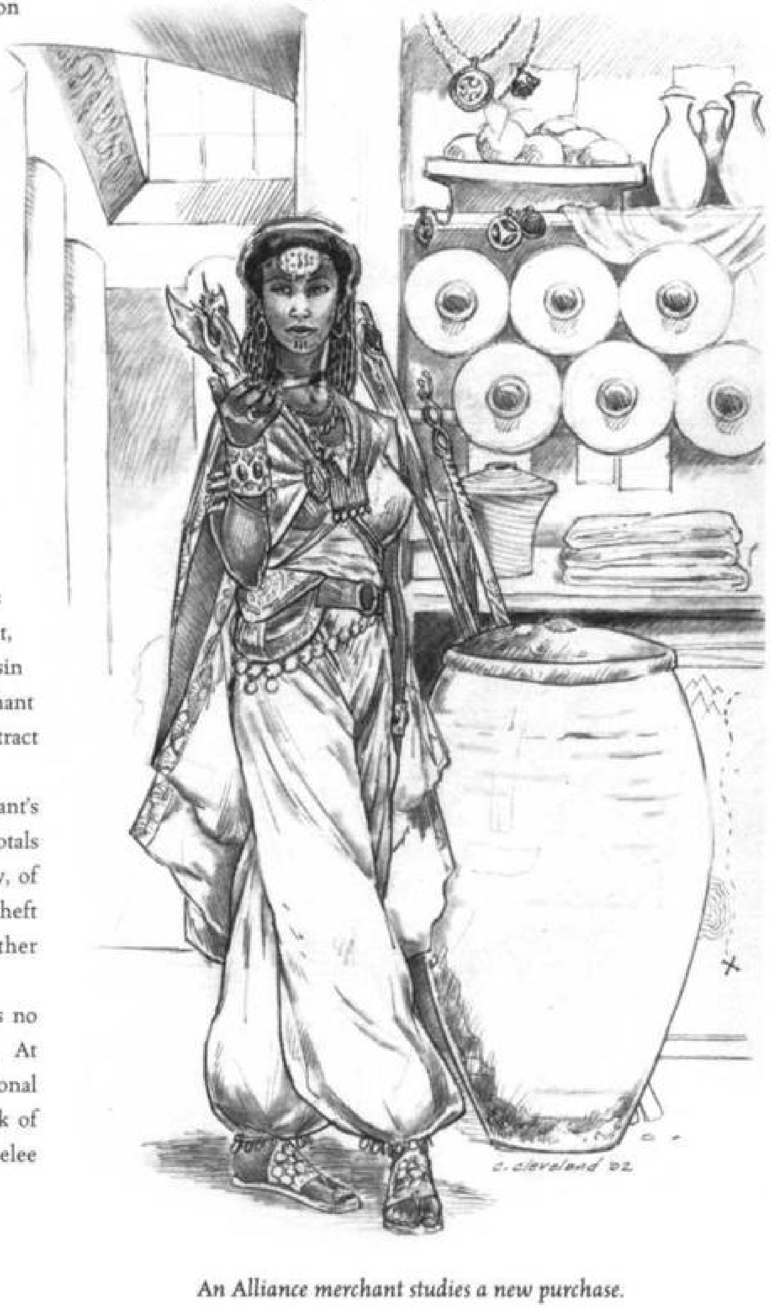
Outsneak (Ex): At 8th level, the merchant takes no additional damage from a successful sneak attack. At 10th level, not only does the merchant take no additional damage from sneak attacks, he also gains an attack of opportunity against anyone who tries to make a melee sneak attack against him.

BOUNTY HUNTER

In civilized lands, local lords call upon bounty hunters to capture criminals that live beyond their reach, or who outclass the knights and soldiers in the lord's employ. Closer to the frontier, the lone bounty hunter might be the only law capable of bringing dangerous criminals to justice. Authorities across Tellene simultaneously scorn and hire bounty hunters.

Evil bounty hunters might seek to recapture the innocent or bring selected captives to cult leaders as sacrifices. They might belong to these cults or work for pay. Evil bounty hunters might also hunt down good adventurers in the name of evil forces.

Hit Die: d8.



An Alliance merchant studies a new purchase.

REQUIREMENTS

To qualify to become a bounty hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Gather Information: 4 ranks.

Move Silently: 4 ranks.

Wilderness Lore: 6 ranks.

Special: The bounty hunter must capture a wanted person and return him in exchange for a posted reward.

TABLE 3—2: THE BOUNTY HUNTER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+0	Tracking
2	+2	+3	+0	+0	Penetrate Disguise
3	+3	+3	+1	+1	Skill Focus, Gather Information
4	+4	+4	+1	+1	
5	+5	+4	+1	+1	Soft Strike
6	+6	+5	+2	+2	Diving Falcon
7	+7	+5	+2	+2	
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	Relentless Pursuit
10	+10	+7	+3	+3	

CLASS SKILLS

The bounty hunter's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Speak Language (Int), Spot (Wis), Use Rope (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

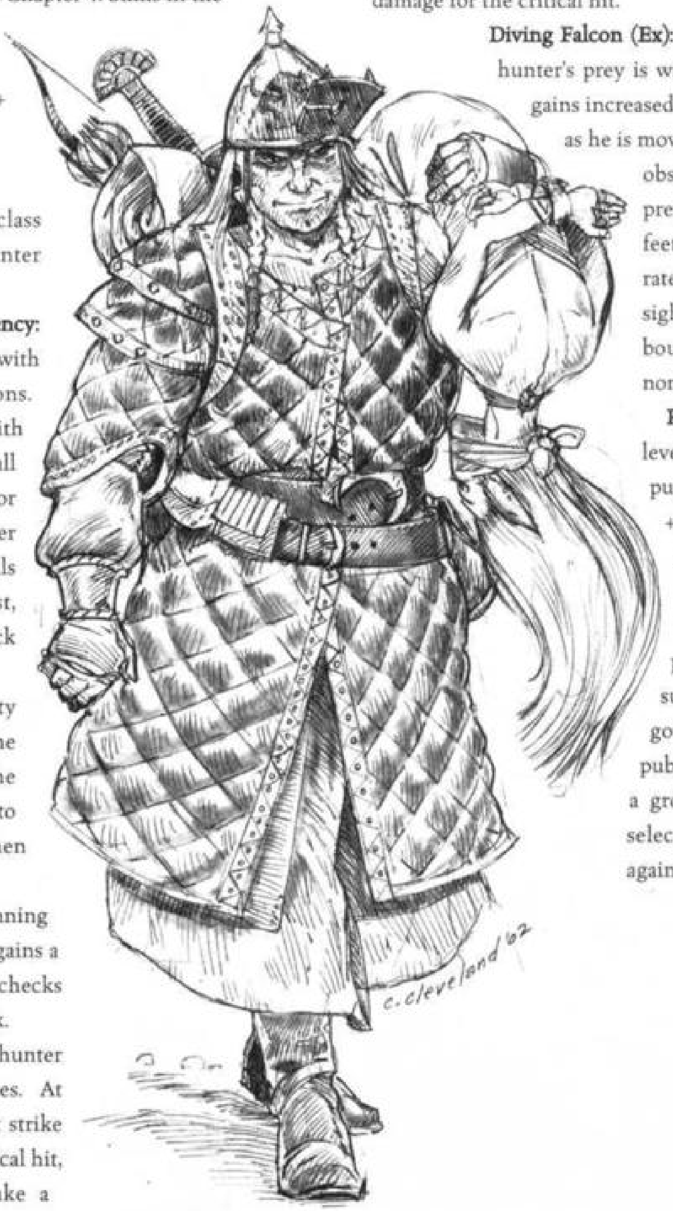
All of the following are class features of the bounty hunter prestige class.

Weapon and Armor Proficiency: The bounty hunter is proficient with all simple and martial weapons. Bounty hunters are proficient with light and medium armor and all types of shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Tracking (Ex): The bounty hunter gains the Track feat. If the bounty hunter already has the Track feat, he gains a +2 bonus to his Wilderness Lore checks when tracking.

Penetrate Disguise (Ex): Beginning at 2nd level the bounty hunter gains a +4 competence bonus to Spot checks when opposing a Disguise check.

Soft Strike (Ex): The bounty hunter is an expert at capturing his foes. At 5th level, he can attempt a soft strike once per day. If he scores a critical hit, the creature struck must make a Fortitude save at 10 + the damage rolled or be knocked unconscious for ten minutes instead of taking damage. If the creature succeeds, it takes normal subdual damage from the strike. He must declare his intention to use a soft strike before rolling damage for the critical hit.



A successful bounty hunter hauls in a difficult catch.

Diving Falcon (Ex): At 6th level when the bounty hunter's prey is within sight, the bounty hunter gains increased movement in pursuit. As long as he is moving toward his prey (or around obstacles between him and his prey), the bounty hunter gains a 30 feet increase in his base movement rate. If the prey disappears from sight for more than one round, the bounty hunter returns to his normal movement rate.

Relentless Pursuit (Ex): At 9th level when the bounty hunter is pursuing one person, he gains a +4 competence bonus on melee attacks, skill checks, and Will saves when directly confronting that person. The person must be a known or suspected criminal for whom a governing body has offered a public reward. If the reward is for a group, the bounty hunter must select one member of the group against whom he gains the bonuses.

TABLE 3–3: THE MARINER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sea Legs
2	+1	+0	+3	+0	Affinity for Water
3	+2	+1	+3	+1	Bonus feat
4	+3	+1	+4	+1	Improved Sea Legs
5	+3	+1	+4	+1	Ocean Tongue
6	+4	+2	+5	+2	Bonus feat
7	+5	+2	+5	+2	Unsinkable
8	+6	+2	+6	+2	Uncanny dodge
9	+6	+3	+6	+3	Bonus feat, Elemental Ally
10	+7	+3	+7	+3	Tidal Wave Attack

MARINER

Mariners are the masters of the sea, those fearless individuals who pit themselves against the elements, hungry monsters and human foes who would dispute their right to travel freely. A mariner might be a proud Eldoran Royal Marine, a ruthless Reanaarian pirate, an elven explorer or a Meznam trader. Famous Mariners include "Ruthless" Jythel, the Dejy expatriate and Meznam buccaneer, Dorn Shemmal, the captain of the sea galleon Abyss, and Gelemak Sotar, a Tokite naval hero in command of a veteran crew of mariners.

The common bond behind these exceptional characters and the average salt is that at some point during their lives, the mariner stood alone against the sea and came out alive thanks to his own skill or the intervention of the gods.

Hit Die: d8.

REQUIREMENTS

To qualify to become a mariner, a character must fulfill all of the following criteria.

Base Attack Bonus: +6.

Profession (Sailor): 8 ranks.

Feat: Alertness.

Special: The mariner must have nearly died at sea, been shipwrecked at sea, been stranded adrift, sailed a great distance alone or otherwise been at the mercy of the ocean and without aid.

CLASS SKILLS

The Mariner's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Dex), Craft (Int), Disguise (Cha), Escape Artist (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Pick Pocket (Dex), Search (Wis), Speak Language (Int), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Mariner prestige class.

Weapon and Armor Proficiency: The Mariner is proficient with all simple and martial weapons, and with light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Sea Legs (Ex): At 1st level the Mariner suffers no penalties for fighting or spellcasting on board a ship in normal conditions. They need not make Concentration checks to maintain a spell when undergoing Vigorous Motion (see the *Player's Handbook* page 152).

Affinity for Water (Ex): At 2nd level the Mariner gains a +4 bonus on Swim checks. Furthermore, the Mariner does not suffer a Swim check penalty for the first 10 pounds of equipment carried.

Bonus Feat: Bonus feats must come from the following list: Ambidexterity, Blind Shot, Commanding Presence, Exotic Weapon Proficiency, Expertise, Fearless, Fearsome Appearance, Guardian, Immovability, Improved Critical, Instant Stand, Eyes of Fury, Knock Prone, Know Your Enemy, Lightning Reflexes, Meditate, Movement Check, Push, Ram, Rapid Ready, Steadfast, Shock Resistant, Skill Focus, Toughness, Undying or Weapon Focus.

Improved Sea Legs (Ex): At 4th level, the Mariner suffers no penalties for fighting or spellcasting on board a ship regardless of the weather conditions. (He need not make Concentration checks when subject to Vigorous Motion, Violent Motion or Violent Weather.)

Ocean Tongue (Sp): At 5th level the Mariner can speak with marine creatures. Once per day, a mariner can use *speak with animals* as a spell-like ability to speak with any fish or ocean-dwelling mammal. This ability has a duration of 1 minute (the mariner uses this ability as a 1st-level caster, regardless of her actual level). See the

A mariner guards his vessel against sea monsters.

speak with animals spell description on page 254 of the *Player's Handbook*.

Unsinkable (Su): At 7th level, the mariner, should she so choose, rises to the surface of the water if she is below the surface. She may choose to swim underneath the water, but if she wishes to stop, if she is knocked unconscious, or if she dies while underwater, she floats to the surface, staying afloat for up to 7 days.

Uncanny Dodge (Ex): At 8th level, the Mariner gains an extraordinary ability to react to danger before her senses would normally allow her to be aware of it. At 8th level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

Elemental Ally (Sp): At 9th level the mariner may attempt to gain control of a summoned water elemental. This ability is a spell-like ability that requires a full round of concentration and provokes an attack of opportunity. If the mariner makes an opposed Charisma check higher than the spellcaster who summoned the water elemental, she gains control of it as if she had cast the spell. The Mariner can use Elemental Ally once per day.

Tidal Wave Attack (Ex): Few can resist the mariner's overwhelming attack. The Tidal Wave attack requires the full attack action, although it is a single strike. If the attack hits, the target falls back 1d6 squares (or 1d6 x 5 feet) and falls prone unless he makes a Fortitude saving throw equal to 10 + the damage inflicted. Mariners find this attack useful for knocking opponents overboard.

GOLEM MASTER

The golem master is a creator, a craftsman who has mastered the highest art of craft: she gives life to her creations. Golem masters might be proud creators who make defenders of palaces, temples and fortresses, or they might be secret researchers of foul creations whose purpose is to assassinate unsuspecting enemies. While famous members of this class are rare, known golem masters include Numara of Salireta, known for her rotund clay golems and Dharkar the Golden, mastermind behind the lifelike stone guardians that defend Draska's inner halls.

Hit Die: d6.

REQUIREMENTS

To qualify to become a golem master, a character must fulfill all the following criteria.

Alchemy: 8 ranks.

Knowledge (arcana): 10 ranks.

Feat: Craft Wondrous Item, Craft Magic Arms and Armor.

TABLE 3–4: THE GOLEM MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Homunculus
2	+1	+0	+0	+3	+1 spellcaster level
3	+1	+1	+1	+3	Mastery of All Forms
4	+2	+1	+1	+4	+1 spellcaster level, Animating Touch
5	+2	+1	+1	+4	Gargoyle, Secrets of Building
6	+3	+2	+2	+5	+1 spellcaster level
7	+3	+2	+2	+5	Craftsmanship
8	+4	+2	+2	+6	+1 spellcaster level
9	+4	+3	+3	+6	Faithful Creation
10	+5	+3	+3	+7	+1 spellcaster level

Special: A golem master must have made at least one golem or other construct.

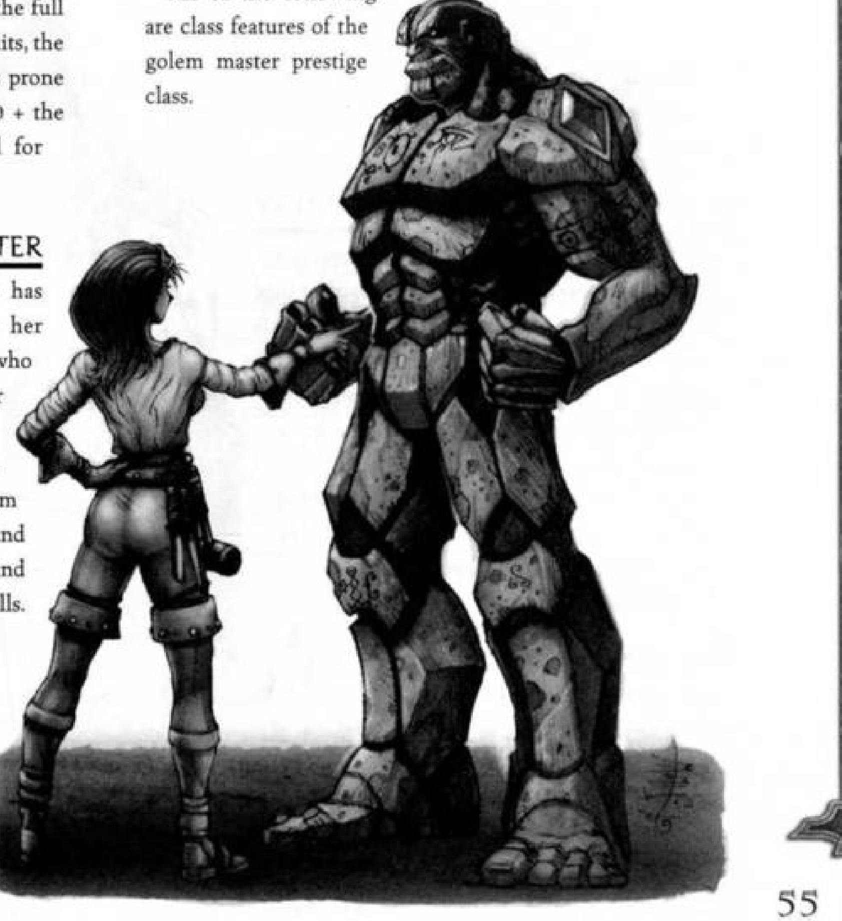
CLASS SKILLS

The golem master's class skills (and the key ability for each skill) are Alchemy (Int), Craft (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Knowledge (Int), Profession (Wis), Scry (Wis), Speak Language (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the golem master prestige class.



A golem master commands her latest creation.

Weapon and Armor Proficiency: The golem master is proficient in all light weapons but not with any type of armor.

Homunculus (Su): The character can create a homunculus to serve her without paying the 25 XP cost (see the homunculus entry in the *Monster Manual*, page 120).

Mastery of All Forms (Ex): At 3rd level, if the golem master acquires the correct spells, she can create any golem, regardless of the class requirements described in the *Monster Manual*.

Animating Touch (Sp): At 4th level the golem master can *animate objects*, as the spell, by touch, once per day. Her effective level is her spellcaster level.

Gargoyle (Su): At 5th level the golem master can animate (and control) a mundane gargoyle. The creature has average hit points (38) and stays animated for 24 hours unless destroyed first. Animating the gargoyle is a standard action. The golem master may have only one animated gargoyle at a time using this ability.

Secrets of Building (Ex): At 5th level, the golem master reduces the cost to create a golem by 50% and the time required to build a golem by 25%.

Craftsmanship (Ex): At 7th level the golem master's creations are sturdy and durable. Furthermore, they are uniformly seamless and attractive. Flesh golems look like living creations, clay golems are often colored like ornate pottery, and stone golems have bas-reliefs, colorful glyphs or semi-precious stones embedded in them. Her golems have an additional +2 AC (natural armor), +2 Hit Dice and 10 extra hit points.

Faithful Creation (Su): At 9th level the golem master's constructs have no chance of breaking free of the golem master's control.

MUSE

The muse is a protector, healer and motivator. The muse is less martially oriented than the bard but still capable of handling weapons. While bards might inspire allies in combat, the muse prefers to inspire works of art, beauty and lasting tribute. Outside of combat, the muse urges others to create beautiful works, whether the character is patching holes in his leather armor, engraving his name on his plate mail or sculpting a holy relic that will stand for ages.

Hit Die: d6.

REQUIREMENTS

To qualify to become a muse, a character must fulfill all the following criteria.

Alignment: Any but lawful evil, lawful neutral or neutral evil

Base Attack Bonus: +4.

Perform: 6 ranks.

Feat: Skill Focus (Perform).

CLASS SKILLS

The muse's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Innuendo (Wis), Knowledge (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skills), Search (Int), Sense Motive (Wis) and Speak Language (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the muse prestige class.

Weapon and Armor Proficiency: The muse's primary role is to support her comrades. She is proficient in simple weapons. The muse is proficient in light and medium armor but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells: Beginning at 1st level, the muse gains the ability to cast a small number of arcane spells, according to Table 3–5: The Muse. She casts these spells without the need to memorize them beforehand or keep a spellbook. To cast a spell, the muse

A muse inspires a struggling artist.

TABLE 3–5: THE MUSE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1	+0	+0	+2	+2	Keen Ear and Eye	0	-	-	-
2	+1	+0	+2	+2	Inspire Greatness	1	-	-	-
3	+1	+1	+3	+3	Combat Aid	1	0	-	-
4	+2	+1	+4	+4	Inspiration	1	1	-	-
5	+2	+1	+4	+4		1	1	0	-
6	+3	+2	+5	+5	Great Performance	1	1	1	-
7	+3	+2	+5	+5		2	1	1	0
8	+4	+2	+6	+6		2	1	1	1
9	+4	+3	+6	+6		2	2	1	1
10	+5	+3	+7	+7	Death Poem	2	2	2	1

must have a Charisma score of at least 10 + the spell's level. Muse bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell level + the muse's Charisma modifier (if any). When the muse gets 0 spells of a level, she gets only the bonus spells for her Charisma score. A muse without a bonus spell for that level cannot yet cast a spell of that level.

Muse Spell List

Muses choose their spells from the following list:

1st level—*charm person, hypnotism, message, silent image, sleep.*

2nd level—*animal trance, blur, detect thoughts, hold person, minor image, silence.*

3rd level—*charm monster, dispel magic, emotion, illusory script, major image, remove curse.*

4th level—*break enchantment, dimension door, dominate person, legend lore, rainbow pattern.*

Keen Ear and Eye (Ex): The trained and sensitive ears and eyes of the muse are accustomed to detecting subtle nuances of tone and color that others would miss. The muse gains +2 bonus to all Listen, Spot and Search checks.

Inspire Greatness (Ex): At 2nd level one listener gets a +4 competence bonus on a skill check while the muse sings or recites inspirational words.

Combat Aid (Ex): At 3rd level, when using the aid another combat option, the muse can choose to give another character both bonus points or split the bonus between two characters (giving one a +1 bonus to AC and the other a +1 bonus to attacks).

Inspiration (Su): At 4th level the muse gives friendly characters within 30 feet a +1 insight bonus to all saving throws.

Great Performance (Ex): At 6th level, the muse may enhance the ability of another artist to achieve spectacular success. Once per day, the muse may add her level to an ally's Performance check after spending a full round motivating the character with encouraging speech.

Death Poem (Su): At 10th level the muse may, if she knows or believes she is going to die, compose a poem on her death. The subject is usually a great deed she has accomplished or a trait for which he would like to be remembered. The muse may make a Will saving throw at DC 15 + the damage inflicted (if any) to reduce the damage by enough to leave her with 1 hp. If the attack or threat does not inflict damage, the muse may make a Will save at DC 25 to survive the threat.

ORDER OF THE SLAYER

The "Order of the Slayer" or "Slayers of the Undead," as they are known in Merchant's Tongue, are known by differing names in differing lands; such as Darnon Blona (Brandobian), Dofryr (Dejy), Kalenal Gali (Kalamaran), Mash Vishohz (Svimohzish), Nyktharr (Fhokki) and Wiunoom (Reanaarese).

No one outside this Order knows the true story of the Order's founding, and even they are not certain of the veracity of their history; their founder was in the final stages of a terrible pestilence that ravaged both body and mind when he penned it. Most believe that the Order began almost 400 years ago, somewhere deep in the Khydoban Desert, as the idea of a small but valiant group of men and women. After losing their families to the dreaded lich kingdom, they banded together in revenge, hoping to destroy the undead menace. They failed miserably. Fortunately, one of the Order, a fighter named Kotesh, managed to survive and escape the desert kingdom. Kotesh died less than a year later of a strange wasting disease, but not before establishing the Dofryr Order as a true organization of its own.

The Order's membership is open to humans and nonhumans of any race or class, save that of necromancers or other obviously evil beings. Membership in the Order is composed primarily of individuals who have lost their families to the undead, and are now devoted to one goal and one goal alone: elimination of the undead and necromancy in all forms. Slayers usually prefer to fight their battles with their own hands, rather than using long-range magic. They are not averse, however, to using magic to bolster the capabilities of themselves, their weapons and their armor.

Members typically worship Regorike the Raiser, Dirasip the Shining One and Deb'fo the Valiant, but the Order has no restrictions on worship. The Congregation of the Dead and its clerics, the Harvesters, are their sworn enemy. Their favorite

TABLE 3–6: ORDER OF THE SLAYER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY			
						1ST	2ND	3RD	4TH
1	+1	+2	+0	+0	Detect Undead, Light	0	-	-	-
2	+2	+3	+0	+0	Invisibility to Undead	1	0	-	-
3	+3	+3	+1	+1	Rebuke Undead, Death's Embrace	1	1	0	-
4	+4	+4	+1	+1	Smite Undead, Remove Disease	2	1	1	0
5	+5	+4	+1	+1	Healing Circle	2	2	1	1
6	+6	+5	+2	+2	Restoration	2	2	2	1
7	+7	+5	+2	+2	Smite Undead +1d6	3	2	2	2
8	+8	+6	+2	+2	Stout Heart	3	3	2	2
9	+9	+6	+3	+3		3	3	3	2
10	+10	+7	+3	+3	Smite Undead +2d6	4	3	3	3

saying is, "Though death itself assaults us, we shall never yield." The Order holds horses in high regard; they are often featured on their armor and shields.

Hit Die: d8.

REQUIREMENTS

To qualify to become a member of the Order, a character must fulfill all the following criteria.

Alignment: Any non-evil.

Base Attack Bonus: +8

Feat: Blind-Fight, Improved Initiative, Simple Weapon Proficiency, Weapon Focus (any) or Weapon Finesse (any).

Oath: A potential member must swear an oath in the presence of three current members, as well as promising to abide by the rules of the Order. A knight who breaks any of the rules makes himself subject to possible expulsion from the Order. Rules vary slightly depending upon region, but all sects follow these rules:

One of the Kalenal Gali slays his foes without mercy.

A member may have no personal possessions other than armor, weapons and mounts (this does not include currency).

Members are forbidden to swear oaths to anyone other than a member of the Order.

A member must immediately attack any undead sighted and fight to the death, as long as the member is not disobeying a superior or putting innocents in harm's way by doing so.

A member may only retreat from opponents his same size or smaller if he is outnumbered by more than 3 to 1.

A member may not discuss the Order's business with those outside the Order.

OATH OF THE ORDER

"I beseech thee, O Kotesh, bless my hand with thy strength. I swear my sword to your service, as a scourge against they who return from the hallowed grave. I pledge to be just in attack and defense, the terror and dread of all evildoers. I will do my duty to my liege, while never faltering in my service to your Order. I will be brave, loyal, generous of spirit and courteous. I will go to the true death honoring these words."

CLASS SKILLS

The slayer's class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Heal (Wis), Intimidate (Cha), Knowledge (monsters) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Use Magic Device (Cha), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Note that armor check penalties for armor heavier than leather applies to the Move Silently skill.

CLASS FEATURES

All of the following are class features of the Order of the Slayer prestige class.

Weapon and Armor Proficiency: Slayers of the Undead are proficient with all simple and martial weapons, as well as all types of armor and shields.

Death's Embrace (Su): A member of the Order of 3rd level and above may bestow true death upon a corpse, meaning that it cannot be animated or created as an undead creature. This ability also prevents the corpse's soul from being trapped or removed with spells such as *soul bind*. The slayer must place a hand directly on the corpse's head and one on the corpse's chest for 1d6 minutes, concentrating on the image of that person as they were in life. During this time, the slayer cannot engage in any other activities. When the allotted time ends, the slayer may rest assured that the body will not return as an undead creature.

This ability may also be used as a touch attack (without the 1d6 minute restriction). If the Slayer uses this ability in a successful touch attack against undead, there is a 25% chance that it will instantly slay the undead creature touched. Bestow true death is a supernatural ability.

Detect Undead (Sp): At will, a member of the Order can detect undead. This ability duplicates the effects of the spell *detect undead.*

Invisibility to Undead (Sp): At will, a member of the Order who reaches 2nd level or higher can become invisible to undead. This ability duplicates the effects of the spell *invisibility to undead.*

Healing Circle (Sp): Once per day, a 5th level or higher member of the Order may create a healing circle to heal friends and/or damage undead. This ability duplicates the effects of the spell *healing circle.*

Light (Sp): At will, a member of the Order may cause an object to glow like a torch. This ability duplicates the effects of the spell *light.*

Remove Disease (Sp): With this ability, a 4th level or higher member of the Order may *remove disease* as the spell of the same name, twice per day.

Rebuke Undead (Su): When a slayer reaches 3rd level, he gains the ability to rebuke undead once per day (the slayer makes a turning check as detailed in the *Player's Handbook* pages 139-140). If successful, the rebuked undead creature cowers, giving the slayer a +2 bonus against the creature. This effect lasts 10 rounds.

Restoration (Sp): Once per day, a slayer of 6th level or higher may cure temporary ability damage and restore points permanently drained from an ability score. This ability duplicates the effects of the *restoration* spell.

Smite Undead (Sp): Once per day, a slayer of 4th level or higher may attempt to smite undead creatures with a normal melee attack and deal 1 extra point of damage per class level. For example, Lisanara, a 4th level slayer armed with a longsword, faces a vampire. If she succeeds at her attack roll, she would deal 1d8+4 points of damage, plus any bonuses from high Strength or magical effects that normally apply. The slayer gains an additional 1d6 damage every three levels, thus at 7th level she would deal 1d8+7+1d6 points of damage, or if 10th level she would dead 1d8+10+2d6. If the slayer should score a critical hit with smite undead, the damage is not multiplied. If the slayer accidentally smites a creature or object that is not undead, the smite has no effect but is still spent for that day.

Stout Heart (Su): A slayer who is 8th level and above gains a +4 bonus to all Will saving throws.

ORDER OF THE SLAYER SPELL LIST

1st – *alarm, cure light wounds, mage armor, magic weapon, protection from evil.*

2nd – *aid, daylight, darkvision, whispering wind.*

3rd – *cure serious wounds, dispel magic, magic vestment, searing light, remove curse.*

4th – *dispel evil, illusionary wall, reincarnate, stoneskin.*

RESTORER

The restorers are learned and dedicated ancients from Norga-Krangrel who strive to return a member of an ancient lineage to the kingship and restore the nation of Kruk-Ma-Kali to greatness. They recruit from those among their number with great combat prowess, the innate ability to cast sorcerer spells and unbridled ambition. Hated even in their own nation, they wander across Tellene, searching for powerful artifacts that they believe will help in their quest.

Hit Die: d8.

REQUIREMENTS

To qualify to become a restorer, a character must fulfill all the following criteria.

Race: Hobgoblin.

Alignment: Any evil.

Spellcraft: 8 ranks.

Base Attack Bonus: +6.

Feat: Maximize Spell.

Special: Ability to cast spells as a sorcerer.

CLASS SKILLS

The restorer's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Scry (Int),

TABLE 3–7: THE RESTORER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+2	Eternal Searching
2	+2	+3	+0	+3	Enhanced Metamagic
3	+3	+3	+1	+3	Rise a Second Time, +1 spellcaster level
4	+4	+4	+1	+4	Cohort
5	+5	+4	+1	+4	Monstrous Steed
6	+6	+5	+2	+5	+1 spellcaster level
7	+7	+5	+2	+5	
8	+8	+6	+2	+6	
9	+9	+6	+3	+6	+1 spellcaster level
10	+10	+7	+3	+7	Incite Racial Pride

Search (Int), Speak Language (Int) and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the restorer prestige class.

Weapon and Armor Proficiency: The restorer is proficient with all simple and martial weapons, but not armor.

Eternal Searching (Su): At 1st level, the restorer can use *locate object* at will as a standard action.

Enhanced Metamagic (Su): At 2nd level and higher, the restorer may reduce the cost of applying a metamagic feat to a spell by one level. Thus, she may prepare or spontaneously cast a maximized *fireball* as if it were a 5th level spell.

Rise a Second Time (Su): At 3rd level, any time an event brings the restorer below 0 hp (but not to –10 hit points), he is treated as if at 0 hit points in all respects. Yet, to all observers, he appears to die. Treat the deception as a Bluff check made with a +4 circumstance bonus. Other creatures can make an opposed Spot or Heal check to detect the ruse and realize that the restorer is still alive.

A restorer motivates his followers, whipping them into a frenzy for the cause.

Cohort (Ex): At 4th level, the restorer gains the services of a hobgoblin faithful to the cause as if he had the Leadership feat. The hobgoblin has a character class and is fanatically loyal, even giving up his life if necessary to further the restorer's goals.

Monstrous Steed (Ex): At 5th level, the character can choose one of the following as his mount: a griffon, a nightmare, a dire boar or a displacer beast.

Incite Racial Pride (Su): At 10th level, the restorer knows how to motivate hobgoblins, allowing them a peek at the drive that propels the restorer to strive night and day for the restoration of their former kingdom. The hobgoblin delivers a brief but powerful speech, after which up to one hobgoblin per point of the restorer's Charisma modifier gain a +2 morale bonus to attacks, weapon damage, skill checks and saves. The speech takes but a single combat round (a full-round action) and the benefit lasts for one hour.

Increased Spellcaster Level: At 3rd, 6th and 9th levels, the restorer gains an effective level of spellcasting ability in his sorcerer class (or the class that allows him to cast sorcerer spells).

SENTINELS OF PROVIDENCE

The Order of Providence is a secret order founded to combat the intrusions of evil into Tellene from other planes. The founder, an unusual half-orc named Tabor Grimm, discovered a disconcerted pattern of intentional attacks on civilized society by fiends of all types. The Order's goal is to fight against the machinations of these fiends and eventually destroy them.

This fiendish attack on humanity is multipronged. They destroy the works of art that serve as cultural bonds to a society. They destroy knowledge of architecture, science and magic. The outsiders hinder trade and communication between centers of knowledge. Lastly, they seek to manipulate selfish creatures into furthering their cause.

To be effective, the Sentinel understands that knowledge and dedication are not enough. Fiends are powerful physically, mentally and magically. The champion who would fight them wields both blade and spell. When an enemy is not directly present, the Sentinel also propagates the things the outsiders would destroy: art, culture and the free exchange of thought.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Sentinel of Providence, a character must fulfill all the following criteria.

Alignment: Any non-evil.

Base Attack Bonus: +6.

Concentration: 3 ranks.

Diplomacy: 3 ranks.

Knowledge (the planes): 3 ranks.

Scry: 3 ranks.

Language: The Sentinel must know either Abyssal or Infernal.

Feat: Weapon Focus (any), Iron Will.

Special: The Sentinel must have exposed or fought a fiend.

CLASS SKILLS

The Sentinel's class skills (and the key ability for each skill) are Appraise (Int),Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the Planes) (Int), Knowledge (religion) (Int), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Tabor Grimm, a Sentinel of Providence, defeats another outsider.

TABLE 3–8: THE SENTINELS OF PROVIDENCE

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+2	+0	+2	Bonus Language, Bane to Outsiders, *
2	+1	+3	+0	+3	Turn Undead, Sense Outsider
3	+2	+3	+1	+3	Improved Scrying +1,*
4	+3	+4	+1	+4	Turn Outsider
5	+3	+4	+1	+4	Bonus Language
6	+4	+5	+2	+5	Improved Scrying +2, *
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	Improved Scrying +3, *
10	+7	+7	+3	+7	Bonus Language

* +1 spellcaster level

CLASS FEATURES

All of the following are class features of the Sentinels of Providence prestige class.

Weapon and Armor Proficiency: The sentinel is proficient with simple and martial weapons, all types of armor (light, medium and heavy) and all shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment or loot carried.

Bonus Language: At 1st, 5th and 10th level, the Sentinel learns an additional language.

Bane to Outsiders (Ex): The Sentinel must choose a type of evil outsider (demons or devils, for example) as her nemesis. She gains a +2 bonus when making Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against that type of evil outsider.

Sentinel Prestige Domain: The Sentinel may prepare one domain spell each day from the Sentinel domain.

Turn Undead (Su): At 2nd level, the Sentinel gains the ability to turn undead as if one level lower. However, if able to turn undead in previous classes, these effective turning levels stack. (Thus, a 6th-level cleric who becomes a 2nd-level Sentinel turns undead as a 7th-level character).

Sense Outsider (Su): At 2nd level, the Sentinel gains the ability to Sense Outsider. The Sentinel may attempt to feel, through empathy, the influence of any evil outsider. This influence includes the presence of an evil outsider, the lingering aura of spells cast by an evil outsider, or the recent presence of an outsider (within 1 hour per Sentinel level). The sense extends to 30 feet.

Turn Outsider (Su): At 4th level, the Sentinel gains the ability to turn her nemesis outsiders as if they were undead. If successful in turning, the outsider is banished back to its home plane. If the Sentinel could destroy the outsider, then her divine power kills the creature.

Improved Scrying (Sp): At 3rd, 6th and 9th level, the Sentinel gains the indicated bonus to all Scry checks.

Improved Spellcaster Level: At 1st, 3rd, 6th and 9th level, the Sentinel improves her effective spellcaster level in one of her previous classes by +1. If she has multiple previous classes that include spellcasting ability, she must choose to which class to apply this bonus upon advancing.

SLAVER

"Slaver" and "Brolenese slaver" are almost synonymous, with the nobles and wealthy merchants of Pel Brolenon accounting for seven slavers out of ten on the high seas. The slavers represent a fearful combination of fighting ability, stealth and special abilities.

Slavers on the seas include Covral Thorn, a Brolenese great galley captain and minor wizard, Methael Spatas, a Prompeldian halfling, Kraxol "Irontooth" Mug, a hobgoblin from Ul-Karg and the rogue Dejy Hasan, who plagues wanderers in the Elos Desert.

Hit Die: d8.

REQUIREMENTS

To qualify to become a slaver, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +5.

Use Rope: 4 ranks.

Intimidate: 6 ranks.

Feat: Iron Will.

Special: The prospective slaver must own at least one slave.

CLASS SKILLS

The slaver's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Profession (Wis), Speak Language (Int), Spot (Int) and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the slaver prestige class.

Weapon and Armor Proficiency: The slaver is proficient with light and medium armor. The slaver can use the club, crossbow (any), dagger (any), dart, mace (any), morningstar, quarterstaff, rapier, sap, scourge, shortbow, shortsword, spiked chain and whip. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment or loot carried.

TABLE 3–9: THE SLAVER

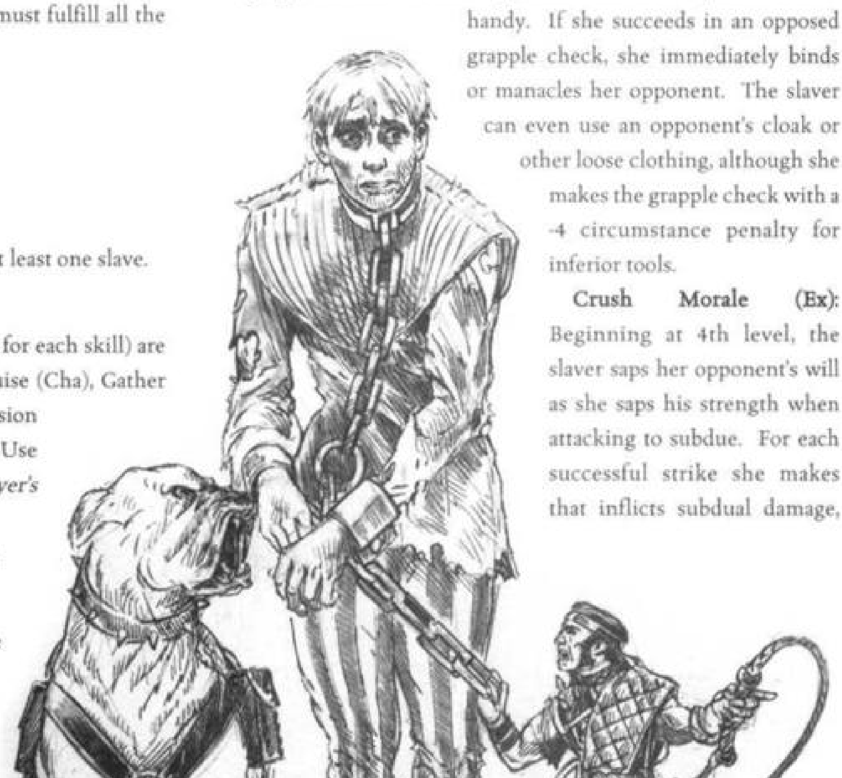
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Improved Subdual, Appraise Slave
2	+1	+0	+3	+0	Capture
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	Crush Morale
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	Biting Lash
8	+6	+2	+6	+2	
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Ensnare Spirit

Improved Subdual: The slaver gains the Improved Subdual feat.

Appraise Slave (Ex): The slaver gains a +4 competence bonus on Appraise checks to estimate the market value of a slave.

Capture (Ex): At 2nd level, the slaver may use a special grapple action to bind an opponent if she has a rope or manacles handy. If she succeeds in an opposed grapple check, she immediately binds or manacles her opponent. The slaver can even use an opponent's cloak or other loose clothing, although she makes the grapple check with a -4 circumstance penalty for inferior tools.

Crush Morale (Ex): Beginning at 4th level, the slaver saps her opponent's will as she saps his strength when attacking to subdue. For each successful strike she makes that inflicts subdual damage,



Slavers come in all shapes and sizes.

the opponent must make a Will save (DC 10 + 1/2 the slaver level + the slaver's Charisma modifier) or suffer a -1 morale penalty to attacks and damage (damage is reduced to a minimum of 1).

Biting Lash (Su): At 7th level the slaver gains proficiency in the whip if she does not have it already. In addition to the whip's normal damage of 1d2 points of subdual damage, its strike also inflicts 1d2 points of temporary Wisdom loss. Slavers use the lash to weaken an opponent's will before attempting to Ensnare Spirit.

Ensnare Spirit (Sp): At 10th level, the slaver may attempt to completely suppress the will of a lesser person and dominate that person once per day. Ensnare spirit is a standard action that affects a humanoid of Medium-size or smaller that has fewer Hit Dice than the slaver. If the victim fails a Will save (DC 10 + 1/2 the slaver level + the slaver's Charisma modifier), she is dominated, as per the sorcerer/wizard spell *dominate person*. The slaver may only keep one individual ensnared at a time. If she successfully uses this ability on a second person, it dispels the first use. Ensnare spirit is a mind-affecting gaze attack with a range of 30 feet.

Vessels of Man

Primarily disaffected clerics, the Vessels of Man also include skeptical rogues, angry fighters and cynical barbarians. Sorcerers who wish to prove their power over that of clerics might seek membership, joining psions and wizards with the same goal.

The Vessels of Man seek to prove that clerics and gods are not needed on Tellene. The Vessels pursue their goal in three ways. First, they use rhetoric and demagoguery to convince people that clerics are not beneficial, and that they are in fact dangerous. Secondly, the Vessels desecrate temples, burn canons and disrupt religious services. Their last and most violent method is to attack and kill clerics of all faiths.

Korak, O'Par, Ek'Kasel, Pekal, Dodera, Tokis, Paru'Bor, Tharggy, Thybaj and Prompeldia have the greatest number of Vessels of Man. They sometimes appear among the savage shamans of Tellene's harshest regions as well. The Vessels of Man are one of the most secret of Tellene's secret societies. Known members are few. Aside from their founder, only one is known by name: Lemeteria Salandre. Lemeteria began her career by gutting a cleric of the True who told her he could not raise her two adult children from the dead because they "were not pious enough," even though they had been slain defending the cleric from ettin bandits. She was last seen in Ek'Gakel driving a groaning wagon full of wheat to a town under the grip of the Locust Lord, sporting three crossbow bolt wounds and a grievous head wound. Four draft horses managed to bring the aid in without their driver a day after her last reported sighting.

Hit Die: d8.

Requirements

To qualify to become a Vessel of Man, a character must fulfill all the following criteria.

Alignment: Non-lawful.

Base Attack Bonus: +6.

Feat: Iron Will.

Knowledge (religion): 8 ranks.

Special: The character must have renounced her faith in the gods and an existing member must introduce her to the Vessels. If she recovers her faith and prays to or propitiates a god, she cannot advance as a Vessel again and loses her special abilities.

Class Skills

The Vessel's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (Int) and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Vessels of Man prestige class.

Weapon and Armor Proficiency: The Vessels are proficient with all simple weapons. They are proficient with all types of armor (light, medium and heavy) and with all shields. Note

TABLE 3–10: THE VESSELS OF MAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1	+1	+2	+0	+2	Disbelief	0	-	-	-
2	+2	+3	+0	+3	Hidden to Magic	1	-	-	-
3	+3	+3	+1	+3	Denial of the Gods 1/day	1	0	-	-
4	+4	+4	+1	+4	Spirit of Chaos	1	1	-	-
5	+5	+4	+1	+4		1	1	0	-
6	+6	+5	+2	+5	Denial of the Gods 2/day	1	1	1	-
7	+7	+5	+2	+5		2	1	1	0
8	+8	+6	+2	+6		2	1	1	1
9	+9	+6	+3	+6	Denial of the Gods 3/day	2	2	1	1
10	+10	+7	+3	+7	Independence of the Gods	2	2	2	1

that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment or loot carried.

Spells: Beginning at 1st level, a Vessel of Man gains the ability to cast a small number of divine spells. These spells are granted by various gods of chaos who often see the activities of the group as furthering their own ends. To cast a spell, the Vessel must have a Charisma score of at least 10 + the spell's level, so a Vessel with a Charisma of 10 or lower cannot cast these spells. Vessel bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell's level + the Vessel's Charisma modifier. When the Vessel receives 0 spells of a given level, such as 0 1st-level spells at 1st level, she receives only bonus spells (a Vessel without a bonus spell for that level cannot yet cast a spell of that level). The Vessel spell list appears below. A Vessel has access to any spell he can cast on the list and can freely choose which to prepare, just like a cleric.

A cleric falls at the hands of a vessel.

VESSEL OF MAN SPELL LIST

1st level— *bane, cause fear, doom, inflict light wounds, protection from law, shield of faith* (the Vessels call it *shield against faith*).

2nd level— *consecrate, desecrate, shatter, sound burst, spiritual weapon* (a lit torch, which attacks as a club) *undetectable alignment.*

3rd level— *bestow curse, dispel magic, magic circle against law, negative energy protection.*

4th level— *divine power* (the Vessels name it *mortal power*), *freedom of movement, inflict critical wounds, spell immunity.*

Disbelief (Ex): The Vessel gains a +1 saving throw bonus against divine spells.

Hidden to Magic (Su): At 2nd level, once per day, the Vessel becomes hidden to magic. This effect is identical to the spell *nondetection* cast at the level of the Vessel.

Denial of the Gods (Su): At 3rd level the Vessel may simply avoid the effects of a divine spell if she has a chance to do so. Essentially, the Vessel automatically makes her saving throw. She must announce the use of this ability before she makes a saving throw against divine magic. She may use this ability the indicated number of times per day.

Spirit of Chaos (Su): At 4th level the Vessel's dedication to tumultuous behavior and outright destruction attracts heightened attention of chaotic gods (even those they are trying to destroy) and fiends. A *protection from law* spell continually protects the Vessel.

Independence of the Gods (Su): The Vessel gains SR 20 against divine spells.

WARLORD

The warlord is a martial leader of men who strives to conquer the lands of others. He might be nobly motivated, trying to restore the ancient empire of his ancestors. He might be a covetous wizard bent on taking over a peaceful countryside in order to gain access to a library or other storehouse of knowledge. He might be a humanoid leader who has forced several bands to join together under his personal banner in a war against the humans.

Warlords on Tellene include Vorhzel Mashen, a belligerent duke of western Zazahni, Norok "the Festering," an orcish chieftain in the Rytarr Woods and Soomatan Rejus, a lizard man who has conquered large portions of the southern Obakasek Jungle.

Hit Die: d10.

REQUIREMENTS

To qualify to become a warlord, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Feat: Leadership.

Special: The warlord must have at least 100 loyal followers. Besides "followers" granted by the Leadership feat, these troops might be loyal subjects, long-standing mercenaries (6 months or more), or even intelligent undead such as ghouls.

CLASS SKILLS

The warlord's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (art of war) (Int), Knowledge (military logistics), Knowledge (military tactics) (Int), Knowledge (military training) (Int), Ride (Dex), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

c. cleveland '02

TABLE 3–11: THE WARLORD

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+0	Bonus feat
2	+2	+3	+0	+0	Fear Immunity
3	+3	+3	+1	+1	Fervor
4	+4	+4	+1	+1	Bonus feat, Outsider Mount
5	+5	+4	+1	+1	Lieutenant
6	+6	+5	+2	+2	Heroic Leader
7	+7	+5	+2	+2	Bonus feat
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Bonus feat

CLASS FEATURES

All of the following are class features of the warlord prestige class.

Weapon and Armor Proficiency: The warlord is proficient with all simple and martial weapons, with all types of armor, and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Bonus Feat: Bonus feats must come from the following: Ambidexterity, Blind Shot, Commanding Presence, Exotic Weapon Proficiency, Expertise Fearless, Fearsome Appearance, Guardian, Immovability, Improved Critical, Instant Stand, Eyes of Fury, Knock Prone, Know Your Enemy, Lightning Reflexes, Meditate, Movement Check, Push, Ram, Rapid Ready, Steadfast, Shock Resistant, Skill Focus, Toughness, Undying or Weapon Focus.

Fear Immunity (Su): The warlord, not his enemy, chooses when to fight and when to run. The warlord is immune to magical fear. Any of the warlord's followers are also immune to fear as long as the warlord is within their line of sight.

Fervor (Su): The warlord's presence in battle inspires confidence and courage. The warlord's followers gain the warlord's Charisma modifier as a bonus to all mind-affecting spells as long as the warlord is within their line of sight.

Outsider Mount (Ex): The warlord calls upon a mount suitable for a champion of his stature. If good, he may choose a celestial heavy warhorse; if evil he may choose a fiendish heavy warhorse; neutral warlords may choose one or the other.

Lieutenant (Ex): At 5th level, the warlord gains a special cohort *as if his Leadership score were 3 points higher than it* actually is. He does not count against the limit to the warlord's number of followers or cohorts. This cohort is especially faithful and serves the warlord unless the warlord changes alignment.

Heroic Leader (Ex): For the first round of melee combat in a battle, all friendly troops gain a morale bonus to attack rolls equal to the warlord's Charisma modifier.

DM'S NOTE: CREATING YOUR OWN PRESTIGE CLASSES

The prestige classes featured in this chapter represent a mere fraction of the potential offered by the *KINGDOMS OF KALAMAR* campaign setting sourcebook. You could easily design prestige classes around any of the following concepts:

- Dwarven rebel: The scattered remnants of the dwarven kingdom of Karasta are embroiled in conflict with the Kalamaran Empire. The rebel might gain stealth abilities, bonuses against Kalamaran soldiery (similar to a ranger's species enemy) and the ability to fight with improvised weapons and armor.

- Elven warder: Guarding both the elven lands and their way of life, the elven warder is a champion and defender of the race. Using only racial weapons and a small number of arcane spells, the warder adventures to hunt down threats to her life and liberty. She excels in the elven arts and knowledge that symbolize the way of life she defends.

- Sentinels of the True Way: These superstitious barbarians hate magic and a prestige class for them would include bonuses to saving throws, the Improved Sunder feat (for smashing magic items used in battle) and the ability to detect magic. They make great villains, since PCs are often obvious targets for their hatred.

- Seer: The clerics of the Fate Scribe seek out and even kidnap those who have the gift of prophecy. These folk, indoctrinated into the faith after adventuring as other classes, have a natural background for this prestige class. The Seer would be similar to a cleric, but would have the ability to see into the future, possibly mimicking some divination spells. The Seer's Wisdom improves beyond the natural improvement other characters might gain for advancing in level and age.

- Unchainer: Members of the Brotherhood of the Broken Chain are part fighter, part rogue and part cleric of the Guardian. They fervently believe that the evils of slavery cannot continue. Their skills and spells help them unbind captives, and their attacks are very selective in nature: no *fireballs* for the Unchainers!

Chapter 4
Skills

For the most part, characters on Tellene use skills just like their counterparts elsewhere. Specific uses of these skills are described below. This list includes new skills, new uses of existing skills and Tellene-specific details for skills from the *Player's Handbook.*

CRAFT (INT)

In addition to the ability to create useful or decorative items, the Craft skill may be helpful in identifying items and providing important adventure clues. A craftsman can tell if a particular item is the product of her own culture (DC 10), determine the national origin of a foreign item (DC 15), or determine the approximate age* of an item (DC 15 for an item of her own culture, 20 for a foreign one). A character with 5 or more ranks in Knowledge (history) gains a +2 synergy bonus to this application.

Craftsmen of any sort may substitute their Craft skill for the Appraise skill to estimate the value of items they are capable of producing. A gemcutter, for example, may use her Craft (gemcutter) skill to appraise a handful of cut gems, but she must use the Appraise skill to evaluate the market value of a gem-studded silver crown.

Characters who derive income from their craft may take 10 to earn 16+1d8 gp once per month. Those with more than 6 ranks in their Craft skill may earn an additional 2 gp per month for each additional rank. Characters with more than 12 ranks in Craft are considered expert artisans and their fine craftsmanship is typically sought out by noblemen or other wealthy individuals who commission unique works.

CRAFT: ARMORSMITHING

An armorer can make armor and shields from whatever materials are locally available, given the proper tools and facilities. He works primarily with metals, though leather, wood, cloth, cotton and shells are possible, depending on his culture and training. It is important to define said culture and training, for it may limit the armorer's ability to manufacture certain types of armor (someone who has never tempered steel cannot be expected to create a proper suit of plate mail even if provided with the proper tools and raw materials). The individual for whom the suit of armor is being manufactured should remain in the area, since most types of armor require exact fitting.

CRAFT: BASKETWEAVING

Basketweaving includes the ability to make many items out of woven reeds or strips of thin wood, including (most commonly) baskets, floor mats, roofs for common dwellings (known as the Thatcher specialty) and wicker shields (generally used for combat practice).

CRAFT: BOOKBINDING

A bookbinder is capable of binding sheets of paper into a portable, durable form. He also makes the paper and the leather cover, although he rarely copies the words himself. He may attach a lock to a tome, but he cannot construct one himself unless he also has the Craft (locksmithing) skill.

CRAFT: BOWMAKING

The bowyer is skilled at making bows and crossbows. The character knows which woods and other materials work best for his purpose. He knows how to maintain his weapons carefully to extend their life span and effectiveness to the maximum possible.

CRAFT: BLACKSMITHING

The blacksmith can make tools (such as farm implements), ordinary items (horseshoes, buckles and so on) out of iron. For

---

* The estimated age will be +/- 20% of the actual age. For example, Kialla uncovers some 500 year old glassware which is the product of a foreign culture. Upon her making a successful skill check, the DM flips a coin and determines that her estimate is on the high side. He then rolls a d20 (which comes up 14) and tells her that she believes the glassware to be 570 years old (an overestimation of 14 percent).

TABLE 4–1: SKILLS

SKILL	BASIRAN DANCER (DAN)	BRIGAND (BRG)	GLADIATOR (GLD)	INFILTRATOR (INF)	SHAMAN (SHA)	SPELLSINGER (SPL)	UNTRAINED	KEY ABILITY
Alchemy	•	•	•	•	•	O	No	Int
Animal Empathy	X	X	X	X	O	X	No	Cha
Appraise	•	•	•	O	•	•	Yes	Int
Balance	O	•	O	O	•	•	Yes	Dex*
Bluff	•	O	O	O	•	•	Yes	Cha
Climb	O	O	O	O	•	•	Yes	Str*
Concentration	O	•	•	•	O	O	Yes	Con
Craft	O	O	•	O	O	O	Yes	Int
Decipher Script	X	X	X	O	X	X	No	Int
Diplomacy	O	•	•	•	O	•	Yes	Cha
Disable Device	•	•	•	O	•	•	No	Int
Disguise	•	O	•	O	•	•	Yes	Cha
Escape Artist	O	•	•	O	•	•	Yes	Dex*
Forgery	•	•	•	O	•	•	Yes	Int
Gather Information	O	O	•	O	•	•	Yes	Cha
Handle Animal	•	O	•	O	O	•	No	Cha
Heal	•	•	•	•	O	O	Yes	Wis
Hide	•	O	•	O	•	•	Yes	Dex*
Innuendo	•	•	•	•	•	•	No	Wis
Intimidate	•	O	O	•	•	•	Yes	Cha
Intuit Direction	•	O	•	•	O	•	No	Wis
Jump	O	O	O	O	•	•	Yes	Str*
Knowledge (ancient languages)	•	•	•	•	•	•	No	Int
Knowledge (arcana)	O	•	•	•	O	O	No	Int
Knowledge (art/music)	•	•	•	•	•	•	Yes	Int
Knowledge (art of war)	•	•	•	•	•	•	No	Int
Knowledge (fighting styles)	•	•	O	•	•	•	Yes	Int
Knowledge (military logistics)	•	•	•	•	•	•	No	Int
Knowledge (military tactics)	•	•	•	•	•	•	No	Int
Knowledge (military training)	•	•	•	•	•	•	No	Int
Knowledge (monsters)	•	•	•	•	•	•	No	Int
Knowledge (nature)	•	•	•	•	O	O	No	Int
Knowledge (races)	•	•	•	•	•	•	Yes	Int
Knowledge (religion)	•	•	•	•	O	•	No	Int
Knowledge (all skills*)	•	•	•	•	•	•	No	Int
Listen	O	•	•	O	•	•	Yes	Wis
Move Silently	O	O	•	O	•	•	Yes	Dex*
Open Lock	•	•	•	O	•	•	No	Dex
Pantomime	O	•	O	•	•	•	Yes	Wis
Perform	O	•	•	•	•	O	Yes	Cha
Pick Pocket	O	•	•	O	•	•	No	Dex*
Profession	O	•	•	O	O	O	No	Wis
Read Lips	X	X	X	O	X	X	No	Int
Read/Write Language	O	•	•	•	•	O	No	Int
Ride	•	O	•	O	•	•	Yes	Dex
Scry	•	•	•	•	O	O	Yes	Int
Search	•	O	•	O	•	•	Yes	Int
Sense Motive	•	•	O	•	•	•	Yes	Wis
Speak Language	O	•	•	•	O	O	No	Int
Spellcraft	O	•	•	•	O	O	No	Int
Spot	•	O	O	O	•	•	Yes	Wis
Swim	O	•	•	O	O	•	Yes	Str
Tumble	O	•	O	O	•	•	No	Dex*
Use Magic Device	O	X	X	X	X	X	No	Cha
Use Rope	O	•	•	O	•	•	Yes	Dex
Wilderness Lore	•	•	•	O	O	•	Yes	Wis

O Class skill.

• Cross-class skill.

X You can't buy this skill because it is exclusive to another class.

* Your armor check penalty, if any, also applies.

Untrained – Yes: The skill can be used untrained. That is, a character can have 0 ranks in this skill but can make skill checks normally. No: You can't use the skill unless you have at least 1 rank.

example, a blacksmith may specialize as a bucklemaker or cutler, and can also make blunt weapons such as maces. Because attacks are frequent, smiths often use wrought iron for protective purposes. Doors have to be strengthened with massive ironwork inside and out. Window openings, especially those of the treasuries of mansions and cathedrals, are for similar reasons often filled with strong interlacing bars of solid iron. Because of their great usefulness, blacksmiths are common throughout the world.

Craft: Calligraphy

In certain royal or noble courts, how you write something can be as important as what you have to say. Calligraphy is the skill of beautiful writing, and the skilled calligrapher is a valuable asset to a noble court. Higher ranks in the Craft (calligraphy) skill mean a character can write more quickly or successfully attempt increasingly complex styles.

Craft: Carpentry

The carpenter works with wood to make furniture, cabinets, doors and tools. He can make simple weapons such as staves and custom clubs. Carpenters also work (typically in groups) to make buildings, bridges and other large structures.

Craft: Chandler

A chandler prepares wax and molds candles for use as illumination and for decorative purposes. He can construct candles with specific scents and of different shapes. Chandlers tend to dwell in larger towns and cities.

Craft: Cobbling

The cobbler makes and repairs shoes. While hardly a glamorous profession for a player character, a good cobbler garners respect from his customers. Leather and wood wear quickly on the trail, especially in harsh weather. The typical commoner works on his feet most of the time and even nobles need shoes. Thus, with extremely rare exceptions, every city, town and village has more cobblers per capita than practitioners of any other craft.

Craft: Cooper

The cooper makes barrels out of wood, often binding them with metal. This skill includes knowledge about to cure wood for proper shaping and how to apply sealants that can make a barrel leak-proof. This is an important skill for all commerce throughout the Sovereign Lands.

Craft: Furrier

A furrier treats and prepares furry hides for use in clothing. Fur capes, covers, accessories and decorative items (such as stoles) can be made from commonly available pelts such as those of rabbits or otters. Skilled furriers with a wealthy clientele often work with rare, exotic and expensive furs such as mink, leopard or ermine.

Craft: Gemcutting

Gemcutters polish and cut raw gemstones, turning them into beautiful gems ready for sale. They do not create jewelry but may prepare stones to be set in jewelry.

Craft: Glassblower

The working of glass is a delicate and difficult chore to do well, and a master craftsman has a rare and valuable skill. His principal customers tend to be nobles, clerics, alchemists and the occasional wizard.

Craft: Horner/Antlerer

Animal horn and antler serves as a versatile, inexpensive and durable material from which to make game pieces, combs, belt buckles, buttons, thimbles and thousands of other household tools and accessories. Horners and antlerers harvest the materials as needed. Urban horners and antlerers might need to purchase their materials from merchants or hunters.

Craft: Illuminator

An illuminator creates miniature works of art on paper, making tiny, detailed pictures for manuscripts and scrolls. Usually these illuminations include the first letter of a paragraph, section or chapter of the book. While commonly also calligraphers, illuminators concentrate on color and pictures that blend with the text. Illuminators produce some of the most beautiful writing in the world and they intend for it to last. They most frequently make religious canons or copy well-known classic works.

Craft: Instrument making

The instrument maker knows how to build a wide variety of musical instruments. While capable of working with wood, brass and other materials, his knowledge is not broad enough to allow him to function as a woodcarver, whitesmith or other sort of craftsman.

Craft: Jeweler

Jewelers craft rings, pendants, pins, fancy clasps and bejeweled fastenings as well as other decorative items. They may also cut and polish stones as gemcutters do. Some jewelers, such as those in the city of Geanavue, are also skilled in making monocles, spectacles and magnifying glasses.

Craft: Leatherworking/Tanning

Leatherworkers work with soft, tanned leather for clothing, backpacks and tents. They also boil leather for use in armor and saddles. Some specialize in bleaching hides to achieve certain hues (the materials involved in such bleaching can often be dangerous, in addition to emitting a horrid stench). Despite its obvious utility, many consider leatherworking, especially tanning, a lowly task since it involves working with horrible-smelling materials and procedures.

TABLE 4–2: POISONMAKING

POISON	TYPE	DC TO CREATE	MARKET PRICE***
Arsenic	Ingested DC13	15	120
Black adder venom	Injury DC 12	15	120
Black lotus extract	Contact DC 20	35	4,500*
Bloodroot	Injury DC 14	15	100
Blue whinnis	Inhaled DC 18	15	120
Burnt othur fumes	Inhaled DC 18	25	2,100
Carrion Crawler brain juice	Contact DC 13	15	200
Chokevine milk **	Injury DC 13	15	100
Dark reaver powder	Ingested DC 18	25	300
Deathblade	Injury DC 20	25	1,800
Dragon bile	Contact DC 26	30	1,500
Efelmane **	Ingested DC 14	25	1,200
Giant wasp posion	Injury DC 18	20	210
Green ape musk **	Contact DC 13	15	110
Greenblood oil	Injury DC 13	15	100
Id moss	Ingested DC 14	15	125
Insanity mist	Inhaled DC 15	20	1,500
Kaldabran death fog **	Inhaled DC 11	25	900
K'Miwi sap **	Injury DC 14	20	150
Kobold squeeze **	Injury DC 11	15	100
Lamish berry juice **	Contact DC 14	20	180
Large scorpion venom	Injury DC 18	20	200
Lich dust	Ingested DC 17	20	250
Malyss root paste	Contact DC 16	20	500
Medium-size spider venom	Injury DC 14	15	150
Nitharit	Contact DC 13	20	650
Ochre mist **	Inhaled DC 17	30	1,750
Oil of taggit	Ingested DC 15	15	90
Purple worm poison	Injury DC 24	20	700
Saadolos extract **	Injury DC 18	25	750
Salt basilisk ash **	Injury DC 18	25	600
Sassone leaf residue	Contact DC 16	20	300
Shadow essence	Injury DC 17	20	250
Sittik **	Injury DC 12	20	200
Small centipede poison	Injury DC 11	15	90
Striped toadstool	Ingested DC 11	15	180
Tart water **	Ingested DC 16	25	1,650
Terinav root	Contact DC 16	25	750
Ungol dust	Inhaled DC 15	20	1,000
Wyvern poison	Injury DC 17	25	3,000
Zeakue **	Contact DC 12	30	2,200

* This revised price supersedes the price given in the *Dungeon Master's Guide*.
** These poisons are specific to Tellene, see Chapter 7: Equipment.
*** Market Price Per Dose

CRAFT: LOCKSMITHING

Locksmiths are capable of making locks for doors and chests as well as padlocks, which are portable. A character that has 5 or more ranks in Craft (locksmithing) gains a +2 synergy bonus to his Open Locks skill. Additionally, if a character succeeds in an Open Locks attempt by 5 or more, she can make a key to the lock (which takes 10 minutes and assumes she has appropriate keymaking materials) and not have to make a skill check again to open it as long as she has that key.

CRAFT: PAINTING

The painter works with pigments and dyes on a variety of media, usually canvas or plaster (frescoes on walls). Painting is normally done for artistic reasons. Of course, the specific skills required for aesthetically pleasing canvas paintings differ greatly from those required in simple color choice and, in particular, painting complete walls, rooms or structures.

CRAFT: POISONMAKING

Assassins routinely make use of poisonous concoctions, and even some rogues and bards accept the risks involved in using such substances. But poisons are not always readily available; even where they are legal, their purchase often brings unwelcome scrutiny. Thus, it behooves those who make frequent use of poisons to brew their own.

Refining raw materials into effective poisons requires both patience and care. The DCs to create usable poisons from the substances listed in Chapter 3 of the *Dungeon Master's Guide* are given on Table 4-2: Poisonmaking. Making poisons follows the rules in the *Player's Handbook* for making items with the Craft skill, with the following exceptions.

The cost of raw materials varies widely depending on whether the character has access to the active ingredient — that is, the venom or plant that actually provides the poison. If a supply is readily available, the raw materials cost one-sixth of the market price, not one-third. Otherwise, the raw materials cost at least three-quarters of the market price — assuming that the substance in question can be bought at all.

To figure out how much poison can be created in a week, make a Craft (poisonmaking) check at the end of the week. If the check is successful, multiply the check result by the DC for the check. That result indicates how many gp worth of the poison was created that week. When your total gp created equals or exceeds the market price of one dose of the poison, that dose is finished. (It is sometimes possible to produce more than one dose in a week, depending on the check result and the market price of the poison.) Failing a check indicates no progress that week, and failure by a margin of 5 or more indicates half the raw materials are ruined and must be replaced.

CRAFT: POTTERY

One of the oldest and most widespread of the decorative arts, the potter creates objects made of clay and hardens them with heat. The objects are commonly useful ones, such as vessels for holding liquids and plates or bowls from which food is served. Earthenware vessels are of great commercial importance as many trade goods are stowed therein.

CRAFT: SCABBARDMAKING

Though weaponsmiths (and sometimes leatherworkers and blacksmiths) can and do make serviceable scabbards, those specialized in this art take pride in craftsmanship. A properly made scabbard is as much about personal expression as having a place to put your sword, or so any scabbardmaker will say. To them, a scabbard is a work of art. Scabbards can be made of metal, wood, leather or any combination thereof, and can include decoration, even fine silver or gold work in complex designs or runes. While he works with many different materials, the scabbardmaker's knowledge of such materials is not broad enough to allow him to function as another sort of craftsman.

CRAFT: SCULPTURE

Sculpture is different from stonemasonry in that stonemasons make large objects such as homes or walls, and the sculptor makes decorative objects such as statues, bas-relief or friezes.

CRAFT: SHIPBUILDING

The shipwright is a specialized worker of wood who builds various seagoing vessels. Different shipwrights have experience working with different types of ships depending on their cultural heritage.

CRAFT: STONEMASONRY

The stonemason makes walls, homes, towers and other structures out of stone. The stonemason cuts and builds, but has little structural expertise. Thus, he can make simple homes and walls without help, but for larger projects he relies on plans drafted by an engineer.

CRAFT: TAILOR

A tailor works cloth into clothes, cutting and sewing it into capes, robes and other items for people to wear. The tailor needs to know what he is making ahead of time and plan the process from the beginning. He may also incorporate leather, satin, silk and other special fabrics into his creations. Tailors in civilized and prosperous areas often specialize in making accessories such as hats or gloves.

CRAFT: TRAPMAKING

Trapmaking allows a character to make snares, poison needle traps, scything blade traps and other simple devices. The character must work with a stonemason and/or an engineer to make sliding wall segments, pit traps or other large stonework traps. A character with 5 or more ranks in Craft (trapmaking) gains a +2 synergy bonus when using the Disable Device skill to disarm a trap.

CRAFT: WEAPONSMITH

The weaponsmith makes the swords and spearheads that adventurers use day in and day out. A good weaponsmith's wares are worth their weight in gold, while a bad weaponsmith can cost the wielder his life.

CRAFT: WEAVER

A weaver combines thread or yarn to form useful fabrics that can be used in clothes, tents, decorations, etc. Certain specialized weavers combine hemp or silk threads into strong ropes, or make useful and decorative rugs. Weavers work on looms, special devices that twist and manipulate the thread to create decorative or historical tapestries in a variety of sizes and designs.

CRAFT: WHITESMITHING

A whitesmith works precious metals — gold, silver, platinum and electrum. The character is skilled at crafting tableware, jewelry and other decorative items. The character molds plain metal into a more valuable, marketable form.

CRAFT: WOODCARVER

A woodcarver makes lovely trinkets and useful tools from common or exotic types of wood. Her wares include knife handles, sheaths, shields, bowls, spoons, decorations, etc.

HEAL (WIS)

Normal Use: You generally make use of Heal to prevent injuries or to help speed recovery from an illness.

New Use: Find weak spot. Knowing an enemy's anatomy and the extent or nature of current wounds can also help aggravate existing damage. As a standard action, you can make a Heal check (DC 25) to identify an injured area or an area the target fears to expose. Success means you inflict an additional 1d4 points of damage on your next attack against that target. Finding a weak spot only works on creatures who are susceptible to critical hits and have existing injuries (meaning they are not at maximum hit points, due to wounding of some type).

INNUENDO (WIS)

Normal Use: You use Innuendo to conceal a hidden message in everyday conversation.

New Use: You can use Innuendo to disguise spellcasting in normal conversation. If a listener's Spot or Sense Motive check exceeds your Innuendo roll, that person realizes that you are casting a spell. If you fail to beat DC 10 + 1 per spell level, you spoke the components incorrectly and the spell fails. You lose the prepared spell (or spell slot).

Retry: If the listener's Spot or Sense Motive check exceeds your Innuendo check, the listener associated the words you spoke with spellcasting (if the spell failed) or the spell effect

With great care, a poison maker adds a final lethal ingredient.

that just appeared (if the spell worked). You may try again on the next spell, but watchers become suspicious and gain a +2 circumstance bonus on their Spot or Sense Motive checks.

JUMP (STR; ARMOR CHECK PENALTY)

Normal Use: Jumping is usually good for avoiding pits, getting over low walls and reaching tree branches.

New Use: Leap away from an attack. If you have room to jump, you can leap away from an opponent making an attack of opportunity against you. You can only jump away from an attack of opportunity triggered by your movement (thus, you cannot jump back in response to an attack of opportunity provoked by casting a spell), and you must have room to jump at least 5 feet. In this use, apply your Dexterity modifier to your Jump skill in lieu of your Strength modifier. You make a Jump check opposed by your opponent's attack roll. If you win, you have jumped out of range at the last second. If you lose, you still move that distance, but the attack hits you first.

KNOWLEDGE (ART/MUSIC) (INT)

Characters skilled in the lore of an art (including music) can appreciate and understand works of art, even analyze them for audiences at varying levels of interest. They do not study how to make such works themselves, but they do know a lot about them. Most characters with this skill use it to teach others to appreciate works of art on as many levels as they do. They tend to drone on incessantly about symbolism and metaphor. In cultures that consider themselves highly civilized, characters might specialize in one particular art form.

Check: A character can tell where a piece of art or music originated by its style.

Originating race (human, elven, etc.)	DC 15
Originating region (Kalamar, Svimohzia, Reanaaria, etc.)	DC 20
Originating school (realism, religious, etc.)	DC 25
Originating artist (Composer Naelain of Geanavue)	DC 30

Those with 5 or more ranks in Knowledge (art/music) gain a +2 synergy bonus on Appraise checks involving art forms (painting, sculpture, etc.) A character specialized in that particular form of art (say, a character skilled in Knowledge (painting) appraising a painted canvas) gains a +4 synergy bonus.

KNOWLEDGE (ART OF WAR) (INT; TRAINED ONLY)

Generals, warlords and military field commanders rely on their knowledge of strategy before they take the field or deploy their troops. Lack of adequate planning and insufficient understanding of the enemy more often than not heralds defeat, or at least denies conquest even when greatly outnumbering the enemy (which is a rare situation, in any event). Those skilled in the arts of war improve their army's likelihood of victory in an imperfect situation or minimize losses against impossible odds.

Check: Commanders can use proper planning and strategy to their best advantage. By assessing the battlefield for a full hour, a commander can make a Knowledge (art of war) check against DC 20 to give his troops a +2 morale bonus to attack rolls OR a +2 morale bonus to AC. Note that the commander must decide which in advance, and he must relay his orders to his officers before the battle ensues for his troops to receive this bonus. This bonus lasts for the duration of the battle in that particular terrain.

The leader with this skill need not be the overall leader of an army, but only the troops directly under his command gain a bonus. This bonus stacks with any gained from the Knowledge (military tactics) skill. One additional commander can stack half of his bonus if he makes his Knowledge (art of war) check. Only half of the usual bonus adds because he is bound within the constraints of orders as well as overlapping theories and ideas.

Special: If commanders on both sides of the battle have the Knowledge (art of war) skill, they make opposed skill checks. As long as he still beats the DC of 20, the leader with the higher roll gives his troops the bonus. In the case of a tie, the tactics simply cancel each other out and no one receives a bonus. If the situation changes dramatically and unexpectedly, such as sudden harsh weather, sickness among the troops, surprise enemy reserves or other unusual events, the commander must make a new check as he considers the new developments.

Retry: A commander can retry, but he must wait four hours between attempts to re-assess the situation and issue new orders to his officers.

KNOWLEDGE (FIGHTING STYLES) (INT)

A character with this Knowledge skill recognizes warriors and fighters by their style in combat. She can watch a character fight and identify which feat she is using, gauge how skilled the fighter is and where she learned to fight.

KNOWLEDGE	DC
Identify feat in use	15
Identify attack bonus	15+the attack bonus
Identify culture or school	25

Drawing on any of these bits of knowledge requires that the character be able to watch the target fight for one round or be in melee combat with the target for at least two rounds.

Identifying a combatant's culture or school of fighting is crucial to monks and other expert warriors who rely on their knowledge of that fighting style when fighting against it. A monk who identifies a rival as belonging to the Red Twin Fist school, for example, might know that monks of that school use the Improved Trip feat and the overrun combat option.

DM Option: The Knowledge (fighting styles) skill should be a class skill for fighters, monks and warriors. You may make it a class skill for paladins and rangers as well.

KNOWLEDGE (MILITARY LOGISTICS) (INT; TRAINED ONLY)

Maintaining a field army in an era of subsistence level farming, slow and unreliable transportation and predating modern preservation techniques presents a formidable challenge. Not only are poorly fed troops far more subject to mutinies, they are also prone to looting, thus incurring the wrath of indigenous noncombatants who will hide or destroy any food they may have (at the least). A vicious circle soon develops in which the invading army's sole purpose is maintaining itself (to the detriment of any strategic objectives it was originally sent to achieve). The special skills of the military logistician are therefore invaluable to the commander wishing to conduct a lengthy campaign far afield from his own garrison.

Check: The combatants supported by the military logistician will be efficiently provisioned to the fullest extent possible given the financial constraints of the commander fielding said troops. In addition, the exact costs to maintain the army in the field for any time period will be known up front, thereby allowing the commander to plan for any contingencies. His forces will also be able to gauge the availability of local provisioning and draw on such without encountering undue hostility (given adequate funding) or, failing that, mitigate the ability of the local populace to sequester their goods.

EFFECT	DC
Reduce cost of fielding army by 5%	15
Add +1 morale bonus to saving throws	20
Field 5% more troops (less support personnel)	25
Reduce cost of fielding army by 10%	30

KNOWLEDGE (MILITARY TACTICS) (INT; TRAINED ONLY)

Military leaders rely on their knowledge of tactics during engagement with the enemy. Outmaneuvering an opponent on the field of battle can help even the odds or tilt them in the favor of the superior tactician. Those skilled in military tactics stand a better chance of creating victory from the brink of defeat, or perhaps of simply salvaging a draw or minor loss from rout or even complete annihilation.

Check: Commanders can use their troops and the terrain to their best advantage. After observing a battle for a full round, a commander can make a Knowledge (military tactics) check against DC 20 to give his troops either a +2 morale bonus to attack rolls OR a +2 morale bonus to their ACs. Note that the commander must have a means to relay his orders to his officers (who then relay them to the troops) for them to gain this bonus. This bonus lasts for the duration of the battle in that particular terrain.

The leader with this skill need not be the overall leader of an army, but only the troops directly under his command gain the bonus. This bonus stacks with any gained from the Knowledge (art of war) skill. One additional commander can stack half of his bonus if he makes his Knowledge (military tactics) check. Only half of the usual bonus adds because he is bound within the constraints of orders as well as overlapping theories and ideas.

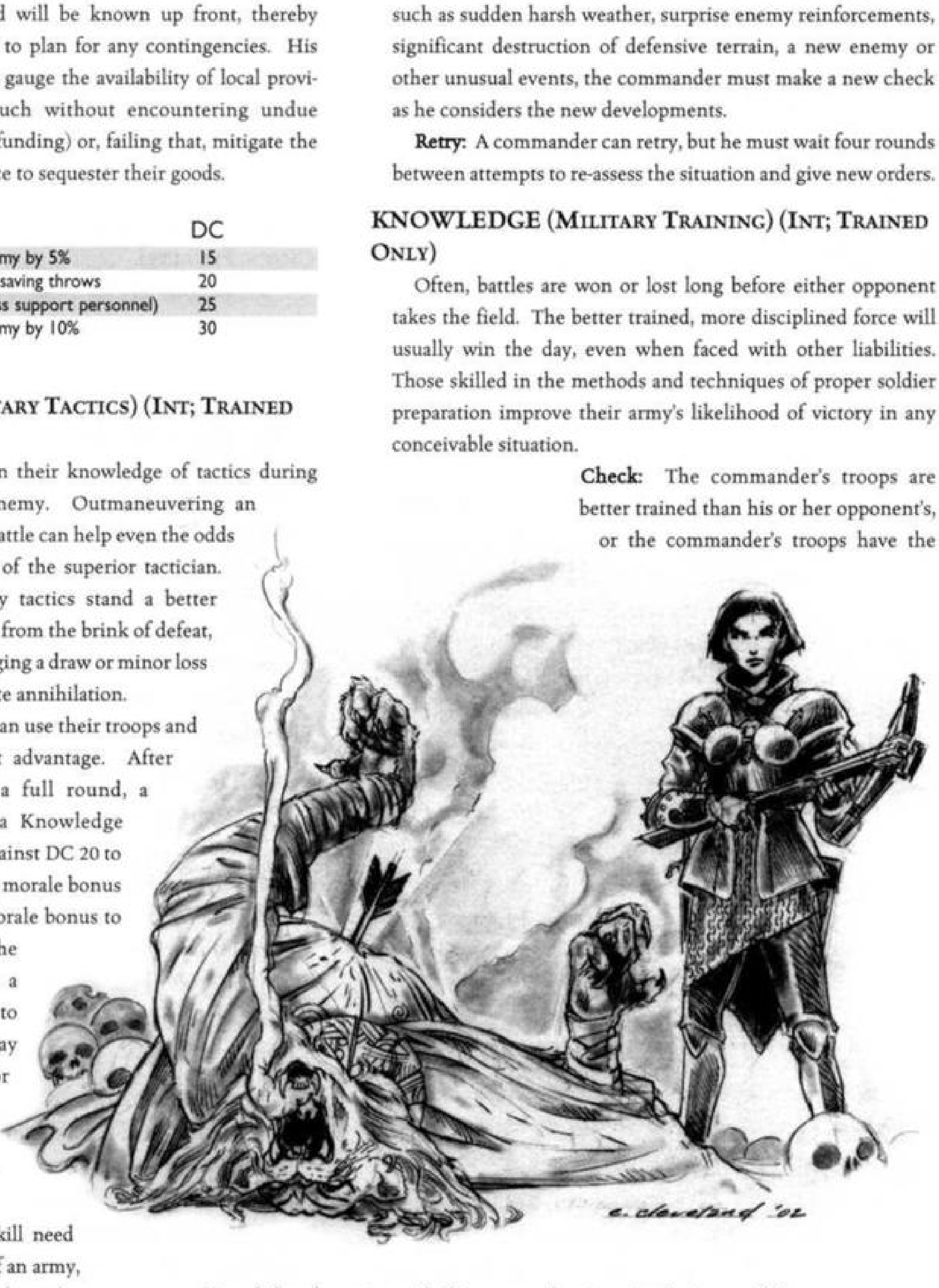
Special: If commanders on both sides of the battle have the Knowledge (military tactics) skill, they make opposed skill checks. So long as he beats the DC of 20, the leader with the higher roll gives his troops the bonus. In the case of a tie, the tactics simply cancel each other out and no one receives a bonus. If the situation changes dramatically and unexpectedly, such as sudden harsh weather, surprise enemy reinforcements, significant destruction of defensive terrain, a new enemy or other unusual events, the commander must make a new check as he considers the new developments.

Retry: A commander can retry, but he must wait four rounds between attempts to re-assess the situation and give new orders.

KNOWLEDGE (MILITARY TRAINING) (INT; TRAINED ONLY)

Often, battles are won or lost long before either opponent takes the field. The better trained, more disciplined force will usually win the day, even when faced with other liabilities. Those skilled in the methods and techniques of proper soldier preparation improve their army's likelihood of victory in any conceivable situation.

Check: The commander's troops are better trained than his or her opponent's, or the commander's troops have the



Knowledge of monsters aids this young adventurer in slaying a rakshasa.

discipline to better handle a challenge. After spending six weeks drilling and training a particular unit, a commander can make a Knowledge (military training) check against DC 20 to give his troops a +1 morale bonus to attack rolls and a +2 bonus to saving throws against fear effects. These effects last for up to twelve weeks but the commander must be actively supervising the training with an appropriate level of staffing to assist.

The leader with this skill need not be the overall leader of an army, but only the troops direcily under his command gain the bonuses. This bonus stacks with any gained from the Knowledge (military tactics) and the Knowledge (art of war) skills.

Retry: A commander can retry after another six weeks of training.

KNOWLEDGE (MONSTERS) (INT; TRAINED ONLY)

You can recognize animals, beasts and magical beasts.

Check: Adventurers find knowledge of monsters very beneficial. With this Knowledge skill, a character can identify a monster, remember its special qualities or know a weakness of any monstrous creature. Before remembering any facts about a monster, the character must be able to identify it. A character cannot, for example, see a large humanoid that he does not recognize, yet make a skill check to know its weakness and realize that it cannot regenerate fire and acid damage.

As it takes time to observe the beast and reflect on one's learning, this skill check requires a standard action.

KNOWLEDGE	DC
Identify by name	20
Know trade value of pelt, teeth, etc.	20
Remember a special quality	25
Know weakness	30

KNOWLEDGE (RACES) (INT)

A character with this skill knows about the habits, customs and tendencies of the various races. He can make a check to figure out if a given action or address is likely to be offensive, know how to approach members of a given race and understand aspects of different subraces, particularly differing customs among the various human subraces. Typical DCs are listed below:

Question	Example	Skill DC
Basic	Do dwarves know about stonework?	5
Easy	Do gnomes have inherent spells?	10
Moderate	Do all gnomes have inherent spells?	15
Difficult	Why do wood elves generally disdain jewelry?	20
Very Difficult	Which gods do stone dwarves favor?	25
Ridiculous	Why do wealthy Kalamarans set six forks at dinner?	30

The penalties for ignorance of racial customs range for committing a social faux pas to mortally offending a nobleman.

PANTOMIME (WIS)

Use this skill to communicate by using hand gestures with creatures that do not share any languages with you.

Check: You can get a message across to an intelligent creature. You must make a Pantomime check for each message. The recipient must also make a Pantomime check to receive the message. She gains a +2 synergy bonus if she has 5 or more ranks in Sense Motive. The DM rolls the check in secret because your only indication of success is the recipient's reaction. Failing by 5 or more means that you send or receive an incorrect message.

Sending or receiving a message is a standard action.

Message Difficulty	DC to send
Simple ("What's your name?")	5
Average ("The dragon is coming")	10
Hard ("Which way is the big city?")	15
Very Hard ("The elf is charmed")	20
Nearly Impossible (explaining professional or magical concepts to untrained individuals)	30

Retry: Generally, one is allowed a retry when trying to send a message, but not when receiving one. Each retry risks miscommunication.

PICK POCKET (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

Normal Use: Use the Pick Pocket skill to lift a carried item without its owner noticing or to perform sleight-of-hand tricks.

New Use: You can conceal somatic gestures when casting a spell. If an observer's Spot check exceeds your Pick Pocket check, the person realizes that you are casting a spell. If you fail to beat DC 10 + 1 per spell level, you restricted your movements so severely in your attempt that the spell fails. You lose the prepared spell (or spell slot).

Retry: If the observer's Spot check exceeds your Pick Pockets check, the observer associated the odd motions you made with spellcasting (if the spell failed) or the spell effect that just appeared (if the spell worked). You may try again on the next spell, but watchers are suspicious and gain a +2 circumstance bonus on their Spot checks.

PROFESSION (WIS, TRAINED ONLY)

The Profession skill is a grab-bag of historical or semi-historical jobs that might prove useful for giving your character applicable skills or background details that make her more exciting and fun to play. The Profession skill also describes quite adequately the talents of a very large number of the mundane NPCs with whom she will interact. Whereas characters are known by their class, generic NPCs are often identified by their profession.

PROFESSION: APOTHECARY

Also known as an herbalist, the apothecary makes balms and medicines for relieving everyday ailments. She might also create specific remedies for diseases or injuries. The apothecary often allocates skill points to Alchemy and Heal as well. An apothecary with at least 5 ranks gains a +2 synergy bonus on Heal checks.

PROFESSION: BOATER

The boater pilots a small craft, usually in sheltered waters. The boater might be a ferryman, a junior ship's mate, or a militiaman who patrols riverbanks or sea shores. Natural accompanying skills are Spot and Swim. It is said that some boaters and mariners consider it BAD LUCK to know how to swim!

PROFESSION: BEEKEEPER

A beekeeper maintains several nests of bees for collecting honey, a natural sweetener. Honey is also used to make mead. The beekeeper might also be skilled in Concentration.

PROFESSION: BREWER

The brewer is capable of producing of a variety of alcoholic beverages through the fermentation of starchy material derived from grains or other plant sources. Most beer is made from malted barley and flavored with hops. Beers made from raw materials other than barley such as millet, sorghum, rye or rice are possible depending on local traditions.

PROFESSION: BUTCHER

A butcher prepares large animals (most often cows, sheep and goats) for consumption. He is adept at swiftly killing the animal and dressing its carcass. He then divides the animal into useful sections for sale and consumption.

PROFESSION: BUTCHER, FOWL

A fowl butcher also prepares animals for sale and consumption, but he works almost exclusively with chickens, ducks, geese, pigeons, turkeys and other farm or game birds.

PROFESSION: COOK

A cook might work in an inn, tavern, army, merchant's household or noble's court. Cooks can prepare a variety of foods or specialize in breads, soups or meats.

PROFESSION: DRIVER

A driver guides a cart or a wagon. She might be a regular driver for a merchant house or noble, or she might work on contract from job to job.

PROFESSION: ENGINEER

The engineer works with stonemasons and carpenters to plan, design, construct and manage the building of machinery, roads, bridges and buildings.

PROFESSION: FARMER

The farmer knows how to raise crops from a plot of ground. He most likely grows a variety of plants that provide food and clothing for himself and his family. In wealthier areas, farmers may specialize in certain crops such as tobacco that will bring in hard currency.

PROFESSION: FISHER, FRESH WATER

The fresh water fisherman works with lines, baits, nets and/or traps to bring freshwater fish and shellfish to market. This profession might represent anyone from a standard hook and liner that works ponds and rivers to a river-netter. Associated skills include Swim, Rope Use and Wilderness Lore.

PROFESSION: FISHER, SALT WATER

The salt water fisherman works with lines, baits, nets and/or traps to bring seafood and its byproducts to market. This profession might represent anyone from a crabber to a whaler. Associated skills include Swim, Rope Use, Sailing and Wilderness Lore.

PROFESSION: GROOM

Grooms take care of horses and other pack animals. They recognize the difference between a healthy animal and a sick one, know how much an animal can work before exhaustion sets in, and know how to feed them and clean them. Grooms might also have ranks in Handle Animal, Heal and Ride. A groom with 5 or more ranks in Handle Animal gains a +2 synergy bonus on Profession (groom) checks.

PROFESSION: GUIDE

The guide relies on a large number of strangers in the area who require his specialized knowledge of the local geography. A guide might be a wilderness explorer or his urban counterpart, the dragoman. Guides might have ranks in Knowledge (nature), Intuit Direction and Wilderness Lore.

PROFESSION: HERBALIST

The herbalist prepares minor concoctions that alleviate pain, headaches and other common ailments. She often also has ranks in Heal and Alchemy.

PROFESSION: HERDSMAN

The herdsman keeps herds of animals for meat, fur or other resources. These rugged individuals often have to defend their charges from thieves both human and otherwise, so they might have a level or two of warrior as well as commoner or expert. They likely have ranks in Handle Animal, Ride, Spot and Use Rope as well.

PROFESSION: INNKEEPER

Innkeepers need a variety of talents to deal with unruly patrons, a plethora of suppliers and perform a multitude of tasks on a timely basis. They might have skills in Gather Information, Innuendo and Read Lips. A few might have Listen and Pick Pocket ranks as well, usually picked up along with a level of expert or even rogue.

PROFESSION: LUMBERJACK

The lumberjack cuts wood for use in making items such as furniture, wagons, carts and even homes. He can identify types of trees, chop them down and cut them into lumber. He is familiar with techniques for moving large, heavy objects.

PROFESSION: MERCHANT

Merchants buy and sell goods for a profit. The vast majority of them concentrate in one or a small number of items: textiles, glassware, rugs, clothes, silver, etc. Some of these have special names; for example, a mercer is a merchant who deals in textiles. Merchants must know the value of their goods in different areas, where to acquire their goods, who will pay for them (and how much) and have at least a general overview of the qualities of the products they sell. They must also be able to negotiate prices so that they can sell the items for more than they pay to acquire them.

PROFESSION: MILLER

The miller converts cereal grains into flour. Since they relieve the farmer of a difficult and tedious task, millers are found wherever large fields of wheat or rye are cultivated. Mills are usually water powered but might be small hand mills, animal-powered, or even graceful windmills.

PROFESSION: MINER

The miner oversees the digging of ores from the ground and the smelting process of removing the precious metals or gems from the unwanted earth. The miner can set up a smelter, oversee the smelting process and operate the entire mine.

PROFESSION: PORTER

The porter carries things. While not much of a skill on which to base a profession, the porter does learn how to pack things so that they are easily carried. For a long journey (more than an hour), the porter may pack 10% more than his normal encumbrance limit (at any category) with a successful skill check at DC 15 (see the *Player's Handbook* page 142). At DC 20, he can pack 20% more than normal in each encumbrance category and at DC 25 he can pack 30% more.

PROFESSION: SAILOR

The sailor's profession demands an array of skills. Technically, her job is to operate a boat or a ship. The sailor should also have ranks in Balance, Climb, Intuit Direction, Spot, Swim and Use Rope.

PROFESSION: SCRIBE

While most PCs are literate, the majority of NPCs are not unless their profession demands it. The scribe fulfills the important functions of reading and writing for those who cannot. Multilingual scribes are the most sought-after.

PROFESSION: SIEGE ENGINEER

The siege engineer focuses his area of expertise in the creation and use of large war machines capable of bringing down walls. The siege engineer oversees the construction of catapults, ballistae, rams and other siege engines. She also plans tunneling efforts to dig underneath castles (for undermining the walls or just gaining entry below them), creates earth and stone fortifications for defense of her own side, and counters the siege engineers of the enemy.

PROFESSION: WOODCUTTER

The woodcutter brings pieces of wood for fireplaces and stoves to the settlement where he lives. His primary tools are an axe and a cart or wagon. Due to the solitary nature and danger of his job, the woodcutter might be a warrior as well as a commoner. Complementary skills include Intuit Direction, Knowledge (nature) and Wilderness Lore.

SENSE MOTIVE (WIS)

Normal Use: Determining the difference between what a person says and what she means is vital in effective communication. Sense Motive is all about understanding culture, body language and intonation to gather the full meaning of any message, even unspoken ones.

New Use: Read an opponent's intentions in battle. Planted feet, a quick drop of the eyes or other obvious preparatory moves show you where your opponent plans to launch his next attack. A successful Sense Motive roll against his Bluff check reveals his target an instant before the attack. Your opponent gains a +10 bonus to his Bluff check because you have only a fraction of a second to recognize and act on these subtle clues. If successful, you gain a +2 dodge bonus to AC against that creature until your next action. You can only read the intentions of a humanoid creature and only one creature per round.

SPEAK LANGUAGE (INT; TRAINED ONLY)

While the unique languages of Tellene appear in the *KINGDOMS OF KALAMAR* sourcebook, Table 4-3: Languages details how they all fit into the panorama of languages available to a player character.

All player characters know how to speak their native language plus one other, while characters with an Intelligence bonus speak multiple languages (one extra language per bonus point). All characters are literate in any language they speak, save for barbarians, who may become literate by spending skill points.

Among normal individuals and non-player characters, illiteracy is commonplace. However, player characters are exceptional individuals who might be expected to recover rare tomes, research spells, debate theology, or find written clues in adventures. If a character hails from a background in which illiteracy was the norm, ask your DM if you could gain a bonus of +2 skill

DM NOTE: ILLITERACY

It is hard to run adventures for illiterate parties. You often write adventures or encounters that rely on the party intercepting a message, finding information amidst a huge library, nosily reading the villain's private journal or otherwise drawing information from the written word. It is very easy to forget that a certain character cannot read and start spouting off the information you spent so much time preparing.

That said, you can allow one or more illiterate characters such as barbarians in your game as long as you are able to keep track of them. If you think the player is counting on you to forget that his ranger is illiterate, tell him he cannot take the option. If the player seems earnest about role-playing a character with a disadvantage and you feel that the decision will make for a better game, go ahead.

points (at first level only!) for willingly starting play with an illiterate character.

TABLE 4–3: LANGUAGES

LANGUAGE	TYPICAL SPEAKERS	ALPHABET
Abyssal	Demons, chaotic evil outsiders and priesthoods	Infernal
Aquan	Merfolk, other water-based creatures	High Elven
Auran	Air elementals and other air-based creatures	Draconic
Brandobian	Brandobian humans and colonists	Brandobian
Celestial	Good outsiders and priesthoods	Celestial
Dejy	Dejy humans (dialects vary by tribe)	None*
Draconic	Dragons, lizardfolk, kobolds and sorcerers	Draconic
Drow	Elves (drow)	High Elven
Druidic	Druids (only)	Low Elven
Dwarven	Dwarves	Dwarven
Elven, High	Elves (only)	High Elven
Elven, Low	Elves (only)	Low Elven
Fhokki	Fhokki humans	Fhokki
Giant	Ettins, giants, ogres	Dwarven
Gnome	Gnomes	Dwarven
Goblin	Bugbears, goblins	Hobgoblin
Halfling	Halflings	Common
Hobgoblin	Kargi, Kors, Krangi, sil-karg, gnoll, goblins, orcs	Hobgoblin
Ignan	Fire-based creatures	Draconic
Infernal	Devils, lawful evil outsiders and priesthoods	Infernal
Kalamaran, High	Kalamaran nobility	Kalamaran
Kalamaran, Low	Kalamaran humans	Kalamaran
Merchant's Tongue	Humans, humanoids, demihumans	Common
Orcish	Orcs	Hobgoblin
Reanaarese	Reanaarian humans	Reanaarese
Svimohzish	Svimohzish humans	Svimohzish
Sylvan	Brownies, dryads, leprechauns	Low Elven
Terran	Xorn and other earth-based creatures	Dwarven
Undercommon	Drow, mind flayers	Low Elven

*Historians often debate the existence of Dejy writing.

SPEAK LANGUAGE: ABYSSAL

Abyssal is the official language of some chaotic evil priesthoods as well as certain chaotic neutral and neutral evil ones. It also appears in a few ancient texts, usually those dealing with demons and select other outsiders.

SPEAK LANGUAGE: AQUAN

Submarine creatures such as merfolk speak Aquan. Few surface races speak it, except for some mariners (mostly pirates). Since writing underwater is difficult at best, there are no known books or scrolls in Aquan.

SPEAK LANGUAGE: AURAN

Auran, the language of air elemental creatures, is spoken by sylphs and has some similarity to Sylvan. Besides being the expected speech of aerial servants and djinni — cloud giants, storm giants and giant owls have occasionally been known to speak it.

SPEAK LANGUAGE: BRANDOBIAN

Brandobian is the official language of Eldor, Cosdol, Pel Brolenon and Mendarn. People in the island colonies of Eldor, the free city of Bronish, Alnarma, the colonists of Vrandol, and Miclenon also speak it. Most human folk in Prompeldia use it, although Merchant's Tongue is almost as common for daily use.

SPEAK LANGUAGE: CELESTIAL

Celestial is the official language of certain good priesthoods. Readers can find it in ancient texts dealing with religion, the outer planes, the Ethereal Plane, in summoning spells and spoken by celestial creatures. Certain canons are found in this language, and most of them have been translated into (or from) Celestial at one time.

SPEAK LANGUAGE: DEJY

Dejy dialects among the tribes are extremely diverse; therefore, no one Dejy tongue truly exists. Dejy is an ancient and complicated language used across the continent in different forms and by different people. Though scholars debate the existence of a written form, in some ways, it is more universal than Merchant's Tongue. Distant dialects are too different for one language skill to encompass them both. Certainly few speakers of vowel-heavy Malavlan (from the large Eldoran colony in the west) can understand the thick guttural of Dynaj. As such, each character that learns Dejy should specify which dialect(s) he knows. Of course, the DM may allow partial understanding between vaguely similar dialects.

SPEAK LANGUAGE: DRACONIC

While dragons are the principal speakers of Draconic, sorcerers and others use it as well. The verbal components to many arcane spells include Draconic words, and speakers of this language might gain a synergy bonus to Spellcraft checks when used to identify arcane spells (the DM has the option to allow a Draconic speaker a +2 synergy bonus).

SPEAK LANGUAGE: DROW

This corruption of the beautiful High Elven language is primarily spoken only by dark elves, though races in frequent contact with the dark elves (such as deep gnomes), have been known to use it as well.

SPEAK LANGUAGE: DRUIDIC

Druidic shares many words with Elven, and owes its sentence structure to even more ancient sylvan languages. The Druidic language becomes very specific when speaking about farming, plants, animals, the weather and astronomical topics, but has few words for martial or political subjects.

SPEAK LANGUAGE: DWARVEN

The Dwarven language is probably one of the oldest alphabet-based language in the Sovereign Lands (High Elven clearly predates it), although the hobgoblins claim that the dwarves stole their alphabet from them. Dwarves and a wide variety of craftsmen use it.

SPEAK LANGUAGE: ELVEN

High Elven has not changed in sound, form or written word for longer than anyone on Tellene can remember. The Elves consider it a fundamental component of their culture and are consequently very strict with its usage. Non-elves are NEVER taught to speak, let alone read or write, High Elven. By contrast, Low Elven changes quickly as elves adopt words and idioms from other languages. Despite the surface change, written Low Elven has been constant for millennia, though many words have been added. Low Elven is especially adaptable and serves as the elvish version of Merchant's Tongue. All elven PCs (excluding Drow) are assumed to speak both High and Low Elven. Half-elven PCs may only speak High Elven if raised by their elven parent and can never learn to write it without spending double the appropriate skill points. Non-elves may only learn Low Elven and will NEVER know High Elven.

SPEAK LANGUAGE: FHOKKI

The Fhokki language generally appears only in the Wild Lands. Probably the most recent written language, few scholarly works in the Fhokki tongue exist, and it is probably the least common human language.

SPEAK LANGUAGE: GIANT

Large-sized humanoid creatures use the language of giants more often than giants themselves do. The giants use Giant among themselves and speak Dwarven, Elven, a regional human language or Merchant's Tongue (depending on the language of their closest trade partners and/or enemies) with others. The more intelligent giants might learn a variety of humanoid and regional human languages.

SPEAK LANGUAGE: GNOME

The Gnome language is spoken in places where gnomes live with other races because it is easy to learn and uses the common Dwarven alphabet. Books written in Gnome include many trade manuals and books on crafts, especially gemcutting, whitesmithing and mining.

SPEAK LANGUAGE: GOBLIN

On Tellene, a stronger race nearly always dominates goblins, most commonly the hobgoblin race. Thus, the goblin's language is little more than a dialect of Hobgoblin. Goblins speak this dialect of Hobgoblin no matter where they are. Speakers of Hobgoblin can understand and communicate with speakers using the Goblin dialect.

SPEAK LANGUAGE: HALFLING

Not even halflings use their own language much, preferring instead to use Elven or the dominant human or other language of the region. Few other races use it at all. The only scholarly works written in Halfling are a few essays on psionics and religious doctrines concerning the Traveler, the Raiser, the Great Huntress and Risk dating from the 1st century IR (Imperial Reckoning).

SPEAK LANGUAGE: HOBGOBLIN

Hobgoblin is an ancient language with its own alphabet and unique flavor, though most non-hobgoblin scholars agree that hobgoblins adopted the Dwarven alphabet at some point in the distant past. Hobgoblins are the primary users, although goblins, orcs and even some gnoll tribes use distinct dialects of Hobgoblin. The Hobgoblin language serves best for military texts, and several of the most prominent are found only in that language.

The languages of Kargi (hobgoblins from Ul-Karg) and Krangi (those from Norga-Krangrel) use the traditional Hobgoblin alphabet, but have diverged greatly in regards to the spoken word. Consequently, Kargi and Krangi are distinct languages and speakers of each cannot communicate with the other without translation. The dialect of hobgoblins from other lands, such as the Kors of the P'Tikor Hills, varies from tribe to tribe.

SPEAK LANGUAGE: IGNAN

The language of fire elementals and other creatures is not often spoken on Tellene, although it does appear in rare arcane texts. Based on Draconic and using that alphabet, Ignan works include religious tracts for the Battle Rager, unaligned prophecies of the end of the world and some lone magical glyphs and symbols.

SPEAK LANGUAGE: INFERNAL

Speaking or writing the language of devils is illegal in most nations, although few officers of the law would recognize it. It is the official language of all the lawful evil religions and a few neutral evil ones as well. Infernal is a popular secret language for codes and sensitive documents, and (more rarely now than formerly) the language of high-level necromantic spells. Few creatures from this plane speak it.

SPEAK LANGUAGE: KALAMARAN

Kalamaran, besides being the official language of the immense Kalamaran Empire, is spoken throughout the Young Kingdoms and understood in parts of the Wild Lands, Zhanehzmish and Zoa. Besides the swords of Kalamaran soldiers enforcing its use, trade has spread it far and wide. Modern Kalamaran is really two distinct, but similar languages: High and Low Kalamaran. Only the Kalamaran nobility use High Kalamaran; the rest of the populace speaks Low Kalamaran.

SPEAK LANGUAGE: MERCHANT'S TONGUE

The jabber of Merchant's Tongue can be heard across Tellene, especially where cultures come together for trade or war. While Merchant's Tongue boasts few artistic works, scholars often translate histories, sciences and geographical works into it so that they can be readily distributed. Nearly all religions have translated their canons into Merchant's Tongue, and some even freely give or sell them to any interested party.

Speak Language: Orcish

Orcish is a dialect of Hobgoblin so changed as to be nearly distinct. Speakers of Hobgoblin can understand it if both speakers are trying to communicate. Orcish uses the Hobgoblin alphabet. Few books are written in Orcish, except for copies of certain evil canons popular among the orcs.

Speak Language: Reanaarese

Reanaarese is a beautiful language, although difficult for foreigners to pronounce and full of inconsistencies. Its depth lies in artistic and technical explanation, provocative slang and romance (a Kalamaran poet once called Reanaarese "the language of pillow talk"). People do not speak Reanaarese much further than 100 miles from the Bay, but hundreds of trade books and banal works of fiction are written in Reanaarese.

Speak Language: Svimohzish

Svimohzish includes dozens of regional dialects, each with its own identifying features. The most common Svimohzish works are religious treatises and histories, although a great variety of academic works come from the University of Zhanehzmish. Due in part to the University's impact, many consider Svimohzish the language of the intelligentsia.

Speak Language: Sylvan

Sylvan, when written, uses the Low Elven alphabet, but few of the creatures that speak it bother to write anything down. Humans are more likely to write it than its native speakers; they often use it for writing texts that deal with nature, the faerie creatures that speak it, or certain magic spells and scrolls.

Speak Language: Terran

The language of exotic creatures of the earth, Terran has little use for most of Tellene. Spoken Terran is restricted to a few rare creatures, while written Terran is limited to works on summoning magic dealing with creatures from the Plane of Earth, a handful of architectural discussions and at least one fanciful account of the Grottos. Why the writer, obviously an elf, recorded the work in Terran is a fiercely debated academic mystery among those with nothing more exciting to do.

Speak Language: Undercommon

Undercommon is a widespread language that appears in texts on the Underdark, histories of underground races and magic attributed to them. Many bestiaries are written in Undercommon, especially those dealing with nasty critters like carrion crawlers and aboleths.

WILDERNESS LORE (Wis)

Normal Use: Knowing which monsters live in the area is useful in preparing to fight or avoid them. It also helps one survive the elements, which can be more dangerous (and far less heroic) than fighting monsters.

New Use: Spook a creature. Whether the creature fears light, loud noise, or the smell of an oiled longsword, you know how to confuse a hungry animal into thinking you might be its next meal. Make a Wilderness Lore check (DC 15 + the creature's HD) to spook an animal, dire animal or beast that might attack you. If you succeed, the creature must make a Will save at DC 10 + your Wis modifier or becomes frightened for 1d4 rounds.

VARIANT LANGUAGE SKILL SYSTEM

The following is an optional language system for your D&D campaign.

A Modern Language is one that is currently spoken by a sizable population. Examples include Merchant's Tongue, Brandobian and Kalamaran. Generally, speakers of Modern Languages are divided geographically. Even different languages may allow some degree of communication if the native speakers tend to live near each other, as the differences between two languages tend to increase proportionally with distance. This is a situational matter, not something for which we set down generic rules.

A Trade Tongue is a pidgin developed to a high enough degree that speakers can express fairly complex concepts, but not truly a full language. On Tellene, this common language is called "Merchant's Tongue," as it was largely developed by merchants. Often, certain advanced topics (magic, mathematics) cannot be adequately discussed in a Trade Tongue. However, Merchant's Tongue is advanced enough that the vocabulary fails only for the most obscure of concepts.

An Ancient Language is a language that has either died out or is rarely used because a limited number of speakers remain. This is either because the language evolved into one or more Modern Languages or because the culture that used it has disappeared or restricts its use. Ancient Languages are the provinces of scholars, pretentious artists and the highly educated.

Depending upon individual background, a character typically speaks one to three languages fluently. Any character capable of speech is fluent in one language — those who hail from urban areas or frequently-traveled trade routes often speak two. A character who speaks three languages in his formative days is rare, generally a noble or the child of a wealthy merchant house. These are Fluencies. If skill ranks are ever needed, consider each to be at +10 (though the fluent speaker is not necessarily a master artist with his own language, it is a native tongue for him).

The Read/Write skill is not free, nor is it binary — there are degrees of ability. (It is possible to get a Read/Write Skill or two as bonus skills for a character's background at the DM's option.)

Language skills are a special category of Knowledge skills. Characters can spend skill points on languages as desired, but the DM may allow special language points. These can be spent as skill points, but only on language skills. If not used before advancing an experience level, previous language points are lost.

At creation, a character has a number of language points equal to 1+ his Intelligence bonus times 4. At each advancement, the character receives 1 + his Intelligence bonus in language points (and he can also spend skill points on languages if he desires) with a minimum of one language point per level.

TABLE 4–4: VARIANT LANGUAGE SYSTEM

RANK	KNOWLEDGE LEVEL	SPEAK	READ/WRITE
0	None	Non-speaker	None
+1	Basic	the level of a young child, mostly one or two word phrases	Knows most of alphabet, can read/write very short phrases
+2	Basic	2-3 word phrases, may get gist of longer phrases	Knows several words, may get overview of simple passages
+3	Student	Can distinguish major dialects, can get the tone but misses much detail. Prefers others speak very slowly.	Can get an overview of simple passages, write complete but very simple sentences.
+4	Student	Can converse on simple subjects with broken sentences	Can read moderately simple text and with time get details (approx. modern newspaper level)
+5	Competent	Can converse in many everyday situations	Can read moderately complex normal writings, letters, etc.
+6	Competent	Can converse at the same level as most of the native population	Average level among the literate
+7	Good	Thorough understanding, but speaks with a strong or at least very noticeable accent	Average level for the well-educated literate
+8	Good	Speaks very well, noticeable accent	Average level for nobility
+9	Excellent	Speaks very well, slight or light accent	High enough to read relatively complex material and recognize (if not understand) archaic or unusual passages. Average level for well-educated nobility.
+10	Fluent	Speaks better than most speakers. Can recognize and understand much of close dialects. Can pass for a native speaker.	Can read/write complex material and recognize (even get the gist of) closely related dialects.
+11	Fluent	Can pass for a native speaker of a certain region if desired. Only the most archaic/complex conversations cause difficulty.	Can read/write the most complex passages and is strong in related dialects
+12 & up	Mastery	These levels are for grand poets, writers, and very unusual or ancient, dead languages	

Any character can learn a language as a foreign language. Speak Language and Read/Write Language are both Intelligence-based Knowledge skills. They must be purchased separately (though a character can learn both at once). Obviously there must be some way for a character to learn the language – he cannot simply decide, when stranded on a deserted island, to learn any language he wants (should he happen to gain some language or skill points).

Speak Language is a prerequisite for learning to Read/Write that language. A Read/Write Language skill cannot exceed Speak (the same) Language by more than 4 ranks. Also note that as these are Intelligence-based skills, a character's Intelligence bonus or penalty modifies Speak Language and Read/Write Language skill checks.

Speak Language is considered a class skill for all classes. Read/Write Language is a class skill for Basiran dancers, bards, most clerics, rogues, spellsingers and wizards. It is a cross-class skill for barbarians, brigands, druids (who have a cultural bias against writing), fighters, gladiators, infiltrators, monks, paladins, rangers, shamans and sorcerers. However, this is susceptible to situational exceptions. One common exception involves characters of high social status – they can generally take Read/Write as a class skill regardless of their actual class (unless they have forsaken their heritage, as a barbarian or druid from such a background must have done).

ANCIENT LANGUAGE (INT; TRAINED ONLY)

An Ancient Language skill includes reading, writing and speaking that language. The skill mostly involves reading texts, and often the exact pronunciations are lost, along with certain subtleties and subtext. This is unlikely to come up unless the character somehow manages to converse with a native speaker (who is probably undead). The Ancient Language skill is a class skill for wizards, some clerics and bards; it is cross class for everyone else. It is unavailable to barbarians. (Note that a bard or rogue may prefer Decipher Script.) The following are some examples of modern and ancient languages.

MODERN LANGUAGES	ANCIENT LANGUAGES
Merchant's Tongue	–
Kalamaran	Ancient Kalamaran
Brandobian	Ancient Brandobian
Svimozhish	Ancient Svimozhish
Dejy (various dialects)	Ancient Dejy (various dialects)
Low Elven	High Elven*

*High Elven is only available to elves, who generally have it as one of two or three Fluencies.

READ/WRITE LANGUAGE (INT; TRAINED ONLY)

On Tellene, PCs are automatically literate in any language they speak. However, you may decide this is best determined by the character's background, rather than an arbitrary set of rules. For example, a gladiator who has been a slave for his entire life is unlikely to know how to read or write, but a wealthy noble may have had tutors to teach him. If your DM uses this variant language rule, you should ask him to assign you any appropriate Read/Write skills as bonus skills for your background. When learning new languages, you must buy ranks for both reading/writing and speaking the language.

Chapter 5
Feats

"Skill to battle, comes of battles." – *Krangi proverb*

Characters on Tellene learn and use feats like characters in any other D&D campaign. Furthermore, the overwhelming diversity among human and non-human cultures gives rise to unique and specialized regional feats that require characters to be of a certain race or call a certain region home. Characters of all classes and races will find feats that allow them to specialize in a certain aspect or field. Other feats encourage the opposite–the line between wizard and warrior blurs with such feats as Magical Affinity and Hammer and Anvil.

ANIMAL EMPATHY [GENERAL]

You seem to instinctively know what animals are thinking and have always found it easy to make friends with animals.

Prerequisite: Sense Motive (1 or more ranks).

Benefit: This feat allows you to apply the Sense Motive skill to animals.

Special: This is not a magical ability and does not allow you to alter how the animal behaves, only give you a general idea of how the animal is feeling.

ANTIMAGE [GENERAL]

You are especially skilled at disrupting the spells of others.

Prerequisite: Spellcaster level 1+.

Benefit: Your character gains a +4 competence bonus to counterspelling or dispelling spells cast by others. (Counterspelling is further detailed on page 152 of the D&D *Player's Handbook*).

ARTERIAL STRIKE [GENERAL]

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Base attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 points of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage per round. Wounds from multiple arterial strikes result in cumulative blood loss - that is, two successful arterial strikes do an additional 2 points of damage per round. Blood loss, whether from one such wound or several, stops when the victim receives one successful Heal check (DC 15), any *cure* spell, or any other form of magical healing. Creatures not subject to sneak attacks are immune to this effect.

ARTIFICER [ITEM CREATION]

You are exceptionally knowledgeable in the creation of magic items. This lets you create the items faster than most, and also aids you in identifying similar items.

Prerequisite: Any Item Creation feat.

Benefit: When you select this feat you must decide upon which Item Creation Feat it applies. You can prepare the item in question in two-thirds the time that it normally requires. Also you receive a +2 circumstance bonus to Knowledge (arcana) skill checks related to this type of item.

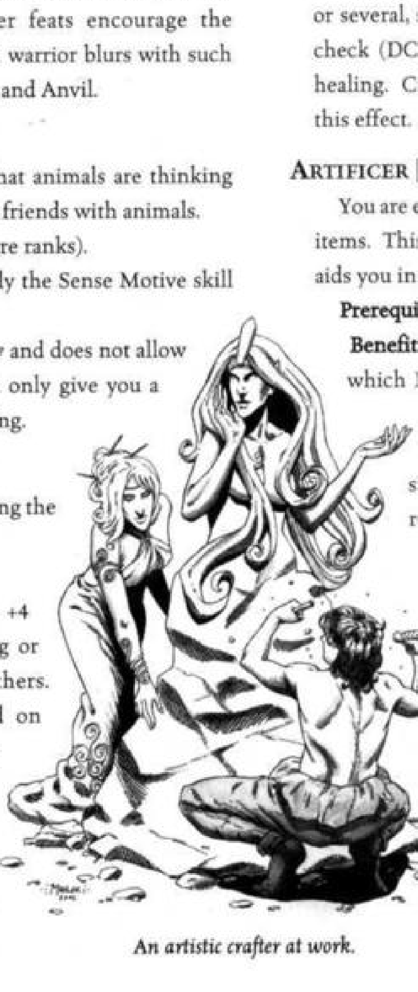
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new Item Creation feat.

ARTISTIC CRAFTER [GENERAL]

You produce beautiful crafts of unparalleled skill.

Prerequisite: Elf, Geanavue, Pekal or Xaarum.

Benefit: Choose a Craft skill. You gain the ability to always "take 20" on that craft skill, if you so choose. (You always succeed at this skill check, but it takes twenty times as long as



An artistic crafter at work.

TABLE 5–1: FEATS

CLASS FEATS	PREREQUISITE
Channel Positive (or Negative)Energy	Divine Spellcaster level 1+
Sense Danger	Elos, Khydoban, Torakk or Golden Halfling.
GENERAL FEATS	PREREQUISITE
Animal Empathy	1 rank in Sense Motive
Antimage	Spellcaster level 1+
Arterial Strike	Base attack bonus +4, sneak attack ability
Artificer	Any item creation feat
Artistic Crafter	Elf, Geanavue, Pekal, Xaarum
Awareness	Dex 13+, Dodge, Lightning Reflexes
Bazaar Veteran	Raised in Ahznomahn, Ashoshani, Bet Kalamar, Bet Seder, Bet Urala, Dalen, Dowond-Brandel, Monahm-Ahnozh, Ospolen, P'Bapar, Svomahni, Thygasha, Zha-nehzmish or Zoa.
Blessed	None
Blind Shot	Dex 13+, Point-Blank Shot, Precise Shot
Born of the Cradle	Born and raised in Meznamish, Ohzvinmish or Zazahni.
Born to the Saddle	Born and raised in Drhokker or Dodera.
Cat Burglar	Dex 13+, 5+ ranks in climb
Champion of the Faith	Ability to cast divine spells
Child of the Earth	Dejy born and raised in O'Par, Paru'Bor, Ek'Gakel.
Circle of Friends	None
Commanding Presence	Cha 13+, Eyes of Fury, Fearsome Appearance
Critical Spell Strike	Spellcaster level 1+
Dragon Blood	Cha 13+
Eidetic Memory	Int 15+
Elemental Adept	Spellcaster level 1+
Enhanced Familiar Feats	
EF: Fast	Have a Familiar
EF: Fly	Have a Familiar
EF: Greater Spell Resistance	Have a Familiar
EF: Jump	Have a Familiar
EF: Speak	Have a Familiar
EF: Smart	Have a Familiar
EF: Toughskin	Have a Familiar
Exotic Steed	Raised in Thygasha, Ehzhimahn, Slen, Tarisato, a desert, jungle or marsh
Expert Tactician	Dex 13+, base attack bonus +2, Combat Reflexes
Expert Timing	None
Explorer	Raised in Cosdol, Eldor, Mendarn, the Wild Lands, any jungle, desert, marsh or unclaimed land.
Eyes of Fury	Cha 13+
Fable Weaver	Perform skill
Fast Healer	Con 13+
Fearless	None
Fearsome Appearance	Cha 13+, Eyes of Fury
Fey Blood	Human born in the Young Kingdoms (except P'Bapar), Pel Brolenon, Thybaj, Zoa or Xaarum, Must be taken at character creation.
Final Breath	None
Finding the Secrets	6 ranks in Knowledge: Monsters skill, Base attack bonus +9 or higher, Improved Critical.
Fist of Steel	Improved Unarmed Attack
Glib Tongue*	None
Gorgeous	Cha 13+
Guardian	None
Hammer and Anvil	Both characters using the feat must have it.
Hardiness	Toughness
Immovability	None
Improve Cover	None
Improved Subdual	Proficient with chosen weapon
Inheritance	None
Instant Stand	None
Iron Touch of Kruk-Ma-Kali	Hobgoblin or Sil-Karg
Islander	Raised in Malavla, Shyff, Aasaer, Baethel, Ardarr-Norr or Saaniema
Knock Prone	Str 13+, Power Attack
Know Your Enemy	Wis 13+, Patience
Legacy	Iron Will
Light-footed	None
Like Mind	Both characters using the feat must have it.
Linguist	Int 13+
Lone Wolf	None
Loyalty's Reward	Leadership feat or a follower of a character with the Leadership feat.
Magical Affinity	Int 13+; and Raised in Cosdol or Pel Brolenon; or Gray Elf, High Elf, Golden Halfling.
Meditate	Wis 13+
Mind Like Water	None
Movement Check	None
Musical Ear	Perform skill
Natural Engineer	4 Ranks Knowledge (architecture and engineering), 4 Ranks Profession (engineer).
Natural Mathematician	Literate
Natural Swimmer	None
Noble Bearing	Noble blood, Cha 13+ or Cha 13+, Wis 13+ with access to frequent observation of nobility.
Noble Pride	Human born in the current or former Kalamaran Empire.
Patience	Wis 13+
Pilgrim	5 ranks in Knowledge (religion)
Polyglot	Int 13+
Push	Str 13+, Power Attack
Pyro	None
Quick Dismount	Mounted Combat
Ram	None
Rapid Ready	None
Regal Bearing	Noble Bearing feat, Cha 13+.
Resist Disease	None
Resist Poison	None
Scholar	Literacy
Shapechanger	Wis 13+, Spellcaster level 5+
Shield Specialization	Shield Proficiency
Shock Resistant	Undying, Con 13+
Sisterhood of Arms	Tharggy
Skeptic	None
Skill Prodigy	None
Smashing Blow	Str 13+, Power Attack, Sunder
Spell Dodge	None
Sprint	None
Stately Demeanor	Cha 14+, 6 ranks in Knowledge (history) or Knowledge (nobility and royalty).
Steadfast	Con 13+, raised in Baethel or Paru'Bor.
Stonebones	Dwarf, Gnome
Targeted Attack	Int 13+, Expertise
Tough as Nails	Undying, Shock Resistant, Con 13+
Undying	Con 13+
Unerring Strike	Dex 13+
METAMAGIC FEATS	PREREQUISITE
Envelop the Wall	Spellcaster level 1+
Irresistible Spell	Spellcaster level 7+, Envelope the Wall, Maximize Spell
Miser With Magic	Spellcaster level 7+

*Note that this feat was referred to as Silver Tongue in the Geanavue city sourcebook.

making a single check would take. See the D&D *Player's Handbook* page 61 for more information on this and other checks without rolls.)

Special: You may only take this feat as a 1st-level character.

AWARENESS [GENERAL]

You are perceptive in combat.

Prerequisite: Dex 13+, Dodge, Lightning Reflexes.

Benefit: You cannot be the target of a sneak attack from a flanking character. Only an attacker who catches you flat-footed (or if you are somehow otherwise unable to apply your Dex bonus to AC) may sneak attack you.

BAZAAR VETERAN [GENERAL]

You are skilled in barter and trade.

Prerequisite: Raised in Ahznomahn, Ashoshani, Bet Kalamar, Bet Seder, Bet Urala, Dalen, Dowond-Brandel, Monahm-Ahnozh, Ospolen, P'Bapar, Svomahni, Thygasha, Zha-nehzmish or Zoa.

Benefit: You gain a +4 bonus to Appraise checks when appraising common trade goods and Bluff checks when bartering for those goods, or a +2 bonus when appraising or bartering for less common or rare items (your DM will determine the item's status).

Special: You may only take this feat as a 1st-level character.

BLESSED [GENERAL]

Bad luck never seems to touch you.

Benefit: You gain a +4 bonus to Will saves against curses.

BLIND SHOT [GENERAL]

You can shoot at things that you cannot see.

Prerequisite: Point Blank Shot, Precise Shot, Dex 13+.

Benefit: By using his senses, your character can target an unseen target as if the target were invisible (50% miss chance). The target may be invisible, beyond the character's range of sight, or 100% concealed (as with a *darkness* spell). It may not be a target around a wall, on another plane, or otherwise out of range.

BORN OF THE CRADLE [GENERAL]

You are steeped in the wisdom of your Svimohzish ancestors.

Prerequisite: Born and raised in Meznamish, Ohzvinmish or Zazahni.

Benefit: You gain a +2 competence bonus to Sense Motive and Innuendo checks.

Special: You may only take this feat as a 1st-level character.

BORN TO THE SADDLE [GENERAL]

Your people are practically born on horseback, spending more time mounted than on foot.

Prerequisite: Born and raised in Drhokker or Dodera.

Benefit: You gain a +1 bonus on all Ride checks and +1 dodge bonus to AC while mounted.

Special: You may only take this feat as a 1st-level character.

CAT BURGLAR [GENERAL]

You are experienced at breaking into difficult places.

Prerequisite: Dex 13+, 5+ ranks in Climb.

Benefit: You gain a +2 bonus to Balance checks and Climb checks.

CHAMPION OF THE FAITH [GENERAL]

Your faith and your knowledge of your religion's enemies serve you well.

Prerequisite: Ability to cast divine spells.

Benefit: You gain a +4 bonus on Spellcraft checks and Scry checks against enemies of your faith.

CHANNEL POSITIVE ENERGY [CLERIC]

Your character can use positive (or negative) energy for other purposes than turning undead.

Prerequisite: Turn/rebuke undead, cleric.

Benefit: You know various ways to channel positive energy. The exact benefit depends on the religion of your character. See Chapter 10: Magic for details.

CHILD OF THE EARTH [GENERAL]

Faithful to your Defohy (Dejy) heritage, you are beloved of the Earth Mother. Her favor protects you.

Prerequisite: Dejy born and raised in O'Par, Paru'Bor or Ek'Gakel.

Benefit: You gain a luck bonus to all your saving throws. This bonus is equal to your Constitution modifier.

Special: You may only take this feat as a 1st-level character.

CIRCLE OF FRIENDS [GENERAL]

You have a reliable network of friends and contacts among a certain group or a unique location.

Benefit: You gain a +4 bonus to Gather Information and Intimidate checks in a particular city or among a certain organization.

COMMANDING PRESENCE [GENERAL]

Your stern gaze leaves your enemies quaking in fear.

Prerequisite: Cha 13+, Eyes of Fury, Fearsome Appearance.

Benefit: You frighten enemies who fail a Will save at DC 10+ your Charisma bonus. An opponent that is frightened immediately flees (using any means in their possession, even magic), if able. If unable to flee, the opponent may stay and fight, though it suffers a –2 morale penalty on attack rolls, weapon damage rolls and saving throws. This ability is a gaze attack that you can use as a free action.

CRITICAL SPELL STRIKE [GENERAL]

You have a keen eye for targeting your spells and their effects are hard to resist.

Prerequisite: Spellcaster level 1+.

Benefit: When you make a touch attack (normal or ranged) with a spell and score a critical hit, you increase the save DC against that spell by 4.

DRAGON BLOOD [GENERAL]

Related to dragons or not, you have a natural ability to feel the presence of magic.

Prerequisite: Cha 13+.

Benefit: You can feel the presence of magic with your bare hands. You can detect the presence of magic in an item (as if you had cast *detect magic* on that item) if you make a successful Search check at DC 15. You can detect the presence of magic on an item that you do not touch on a successful Search check against DC 20, as long as it is within 30 feet. Per day, each use after the first suffers a cumulative -2 penalty, as overuse blurs your magic sensitivity. Use of this ability is a standard action.

EIDETIC MEMORY [GENERAL]

You can remember almost anything that you have read or seen.

Prerequisite: Int 15+.

Benefit: The character receives a +5 bonus to recall simple information and a +2 bonus to recall general complex information. For more complex or specific information related to a specific skill, the character must make a skill check with a +2 synergy bonus.

Special: This feat merely allows the character to recall specific details, it does not necessarily mean that he understands the information. This ability does not apply to languages that the character cannot read, including magical languages. The DM determines a difficulty class for general recall of information. The DM should add a circumstance modifier (+1 or +2) to the DC for every year in the past the event occurred. Use the following guidelines.

DC 5: Almost impossible to forget. The circumstance was so memorable that it would be etched into the memory of most people.

DC 10 : Relatively easy to recall. This means the event was particularly memorable or it occurred so recently that it is still fresh in the mind of the person reflecting upon it.

DC 15: The memory being recalled is a little more detailed.

DC 20: The memory being recalled is very detailed. The person might remember that he accomplished something in the past related to the memory but not exactly how he went about doing it.

DC 25+: The memory being recalled is extremely detailed.

ELEMENTAL ADEPT [GENERAL]

You have an affinity for one of the four elements.

Prerequisite: Spellcaster level 1+.

Benefit: Choose an elemental spell descriptor (earth, air, fire or water). Spells you cast with that descriptor (i.e. the word is in the spell name, such as "*wall of fire*") have a save DC that is 2 points higher than normal. This bonus stacks with the bonus for Spell Focus.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take it, you gain the bonus for a different element.

ENHANCED FAMILIAR FEATS

The following feats allow spellcasters the opportunity to further develop their familiars. These feats are not meant to simply make a familiar more powerful, but to add more flavor to the character by making his familiar unique. To select one of the following feats, a spellcaster who has a familiar and an available feat simply uses the feat slot to select the feat for his familiar.

ENHANCE FAMILIAR: FAST [GENERAL]

Prerequisite: The character must have a familiar.

Benefit: The familiar can add 10 feet to its primary mode of movement (walk, fly, swim, etc.).

Special: This feat can be taken multiple times. Each time it applies to a different mode of movement that the familiar already possesses.

ENHANCE FAMILIAR: FLY [GENERAL]

Prerequisite: The character must have a familiar.

Benefit: The familiar can now fly at its base movement rate with Poor maneuverability.

Special: This feat may be taken multiple times. Each time it increases the maneuverability by one step. A familiar who can naturally fly can take this feat to increase its maneuverability.

ENHANCE FAMILIAR: GREATER SPELL RESISTANCE [GENERAL]

Prerequisite: The character must have a familiar. The familiar must already have Spell Resistance.

Benefit: The familiar's Spell Resistance increases to its master's level +10.

ENHANCE FAMILIAR: JUMP [GENERAL]

Prerequisite: The character must have a familiar.

Benefit: The familiar can now jump twice as far as it usually could, with a maximum distance of at least 15 feet. The familiar also gains a +10 special bonus to the Jump skill.

ENHANCE FAMILIAR: SPEAK [GENERAL]

Prerequisite: The character must have a familiar with the ability to speak.

Benefit: The familiar gains the ability to speak in all of the languages that its master knows.

ENHANCE FAMILIAR: SMART [GENERAL]

Prerequisite: The character must have a familiar.

Benefit: The familiar gains an additional +2 to its Intelligence.

Special: This feat can be taken multiple times; its effects are cumulative.

ENHANCE FAMILIAR: TOUGHSKIN [GENERAL]

Prerequisite: The character must have a familiar.

Benefit: The familiar gains an additional +2 to its natural armor.

Special: This feat can be taken multiple times, its effects stack.

ENVELOP THE WALL [METAMAGIC]

Your spells overcome Spell Resistance by spilling around an opponent's magic defenses.

Prerequisite: Spellcaster level 1+.

Benefit: You may increase the level at which you cast a spell , gaining +2 (for each level you raise the spell). Thus, a *fireball* (a 3rd-level spell) cast with a 5th level slot adds +4 to your die roll to see if you penetrate the spell resistance of a target.

EXOTIC STEED [GENERAL]

You are proficient at handling unusual mounts.

Prerequisite: Raised in Thygasha, Ehzhimahn, Slen, Tarisato, a desert, jungle or marsh.

Benefit: You gain a +4 bonus to Ride checks and Handle Animal checks when the check involves a mount other than a horse, donkey, pony or riding dog.

EXPERT TACTICIAN [GENERAL]

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or melee touch attack, including attempts to disarm, trip, or make a grab and start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Note: This feat originally appeared in *Sword and Fist*. This version supersedes the one originally printed there.

EXPERT TIMING [GENERAL]

You can time your attacks for maximum effect.

Benefit: You can delay your action without losing your normal initiative. You may take your action later in the round and then return to your normal initiative the next round. You can even go simultaneously with an enemy who goes on a lower initiative. You can use this feat to attack a wizard trying to cast a spell, thus forcing him to make a Concentration check to keep from losing the spell (if you cause damage, of course).

EXPLORER [GENERAL]

You are independent and capable of survival in the wild.

Prerequisite: Raised in Cosdol, Eldor, Mendarn, the Wild Lands, any jungle, desert, marsh or unclaimed land.

Benefit: You gain a +2 bonus to Wilderness Lore checks and Knowledge (nature) checks.

Special: You may only take this feat as a 1st-level character.

EYES OF FURY [GENERAL]

Your great skill (or appearance of great skill) causes enemies to doubt themselves in battle.

Prerequisite: Cha 13+.

Benefit: Your stern gaze causes enemies who fail a Will save (DC 10 + your Cha bonus) to become shaken for one round. This ability is an extraordinary gaze attack. You may use this ability as a free action against one opponent each round in melee combat.

FABLE WEAVER [GENERAL]

This character is particularly good at telling stories, having mastered the proper meter and inflection to hold the audience's attention.

Prerequisite: Perform skill (1 or more ranks).

Benefit: You get a +4 bonus to Perform checks when telling stories.

Special: This ability only applies when telling stories. It does not apply to other uses of the Perform skill.

FAST HEALER [GENERAL]

You are able to recover from damage quickly.

Prerequisite: Con 13+.

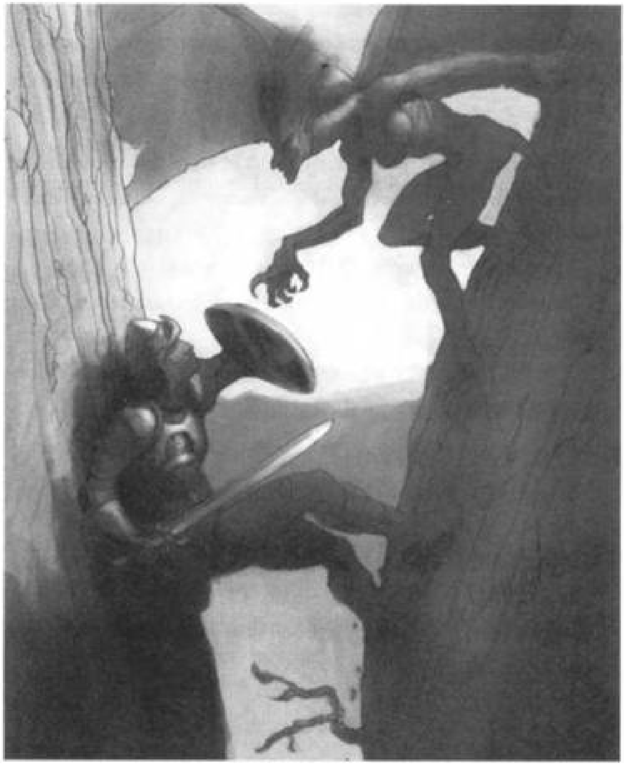
Benefit: With normal rest (light, nonstrenuous travel with no combat or spellcasting) you regain 1.5 hit points times your character level. With complete bed rest, you recover twice your level in hit points per day.

A Brandobian explorer discovers disturbing signs.

FEARLESS [GENERAL]

You never consider retreat or flight from a battle.

Benefit: Effects that would result in you being "panicked" are reduced to being "frightened," "frightened" are reduced to "shaken." You ignore "shaken" effects.



A fearless paladin faces off against a harpy.

FEARSOME APPEARANCE [GENERAL]

Your presence in battle sows doubt amid your enemies and weakens their will to attack you.

Prerequisite: Cha 13+, Eyes of Fury.

Benefit: Opponents must make a Will save (10 + your Cha bonus) to make an attack of opportunity against you.

FEY BLOOD [GENERAL]

Your family has a trace of non-human blood characterized by the possession of unusual talents.

Prerequisite: Human born in the Young Kingdoms (except P'Bapar), Pel Brolenon, Thybaj, Zoa or Xaarum. Must be taken during character creation.

Benefit: You have low-light vision.

FINAL BREATH [GENERAL]

As you die, you can strike your enemy one last time.

Benefit: When your character goes to 0 hp or less, you may make an attack of opportunity at your base attack bonus against any target within reach. The attack has no effect on the health or hit points of your character.

FINDING THE SECRETS [GENERAL]

Through practice or instruction, you know secrets of construction or anatomy that allow you to damage non-living or other exotic monsters.

Prerequisite: 6 ranks in Knowledge (Monsters) skill, base attack bonus +9 or higher, Improved Critical.

Benefit: Choose any creature type normally immune to critical hits (example: constructs, elementals, oozes, plants or undead). Your knowledge of their body types allows you to inflict critical hits on them. This feat may be taken multiple times, each time applying to a new creature type.

FIST OF STEEL [GENERAL]

Your hands are tougher than normal.

Prerequisite: Improved Unarmed Attack.

Benefit: When unarmed, you may attack to inflict normal damage instead of subdual damage without incurring a -4 penalty.

Special: Monks gain this ability for free at 1st level.

GLIB TONGUE [GENERAL]

Your character is an eloquent speaker.

Benefit: You gain a +4 bonus to all Bluff and Diplomacy checks that involve speaking.

GORGEOUS [GENERAL]

Your character is a very attractive person.

Prerequisite: Cha 13+.

Benefit: Your Charisma is considered to be 2 higher than normal for determining effects of appearance.

Special: This feat only applies when your character is able to utilize his or her appearance, i.e. those affected must be able to see your character (and be subject to your charms; DM's call).

GUARDIAN [GENERAL]

You are skilled at protecting others in combat.

Benefit: Your character can use her shield to protect another 5-foot square. The square must be adjacent to the square your character occupies. A single character in that square receives your character's shield bonus to AC. When you use this feat, you do not gain the Armor Class bonus for your shield.

HAMMER AND ANVIL [GENERAL]

You and an ally work well together in combat.

Prerequisite: Both characters must have this feat to use it.

Benefit: When you both flank an opponent in melee combat, the first of you to attack during the round gains a +4 bonus to attack rolls against the defender (instead of the normal +2). Your ally gains +2 to damage if she scores a hit. This bonus is lost when fighting creatures immune to critical hits.

HARDINESS [GENERAL]

Your system resists venom and toxins.

Prerequisite: Toughness.

Benefit: You gain a +4 bonus to Fortitude saving throws to resist poison.

IMMOVABILITY [GENERAL]

You are hard to trip or knock down.

Benefit: Add a +4 bonus to your opposed check rolls when an enemy attempts an overrun or trip maneuver against you.

IMPROVE COVER [GENERAL]

You know how best to use cover to defend yourself.

Benefit: When hiding behind cover, the character improves the amount of protection the cover provides by one category. No cover still counts as no cover, but one-quarter becomes one-half, one-half becomes three-quarters, etc. Other characters sharing the cover (behind a common wall, for example) gain no benefit.

IMPROVED SUBDUAL [GENERAL]

You can subdue opponents in melee.

Prerequisite: Proficient in the chosen weapon.

Benefit: Your character does not suffer the -4 penalty when attacking to subdue with the chosen weapon.

Special: You can take this feat more than once. Each time you take it, it applies to a different weapon.

INHERITANCE [GENERAL]

You inherit a tidy sum of money from a wealthy family member or a patron.

Benefit: You gain an additional 200 gp (or the equivalent in gems or jewelry) at character creation.

Special: You can only take this feat as a 1st-level character.

Hardiness may help this fighter survive this encounter.

INSTANT STAND [GENERAL]

You know how to leap to your feet quickly from a prone position.

Benefit: You can stand as a free action instead of a partial action.

IRON TOUCH OF KRUK-MA-KALI [GENERAL]

You have learned to strengthen weak areas of the body.

Prerequisite: Hobgoblin or Sil-Karg.

Benefit: Reduce the critical multiplier by 1 factor when your character takes damage. Thus, an axe that normally does x3 damage on a critical hit inflicts only x2 damage.

Special: You may only take this feat as a 1st-level character.

IRRESISTIBLE SPELL [METAMAGIC]

Nobody can resist your spells.

Prerequisite: Spellcaster level 7+, Envelope the Wall, Maximize Spell.

Benefit: Spells you cast that normally allow a saving throw do not allow a saving throw. An irresistible spell uses up a spell slot four levels higher than the spell's actual level.

ISLANDER [GENERAL]

Your people are at home on the shore, on small boats and in the water.

Prerequisite: Raised in Malavla, Shyff, Aasaer, Baethel, Ardarr-Norr or Saaniema.

Benefit: You gain +2 to Swim checks and +4 to checks in Profession (sailor).

Special: You may only take this feat as a 1st-level character.

KNOCK PRONE [GENERAL]

Your powerful onslaught knocks your enemy down in battle.

Prerequisite: Str 13+, Power Attack.

Benefit: On a critical hit, you knock your opponent down in addition to other effects. The opponent may make attempt a Fortitude save at DC 10 plus the damage done in order to remain standing.

KNOW YOUR ENEMY [GENERAL]

You can learn your opponent's fighting style and take advantage of weaknesses.

Prerequisite: Wis 13+, Patience.

Benefit: After 3 rounds of combat, you gain a +2 circumstance bonus to attacks against a single opponent, for the duration of the battle.

Special: If you have the Knowledge (fighting styles) skill and successfully determine your opponent's style of fighting, you gain an additional +1 bonus to attacks (making the total for this feat +3).

LEGACY [GENERAL]

The blood of heroes runs through your veins.

Prerequisite: Iron Will.

Benefit: You are treated as 2 levels higher for your ability to resist spells dependent on level (such as *sleep* and *cloudkill*).

LIGHT-FOOTED [GENERAL]

Your feet seem barely to touch the ground.

Benefit: Your character gains a +2 competence bonus to Move Silently and DCs to track the character increase by 4.

LIKE MIND [GENERAL]

You have a close empathic link with another character.

Prerequisite: This feat has no benefit if only one character has it. This cooperative feat gives its benefit only to two characters that use it together.

Benefit: The two characters with this feat can make Innuendo checks between them with a +4 bonus (essentially a +2 bonus for the sending character and +2 for the receiving character). The characters gain a +2 circumstance bonus to Sense Motive checks with each other as well. The characters also gain the empathic bonus when using Spot to determine if the other has been replaced by an illusion or doppelganger, using Forgery to determine if a document written by the other character is authentic or in any other situation where one character is required to identify a quality of the other.

LINGUIST [GENERAL]

You have a knack for learning languages.

Prerequisite: Int 13+.

Benefit: When you take this feat you may select a number of languages equal to your Intelligence modifier that you now know (in addition to the standard number of languages for Intelligence modifier). Effectively, this feat doubles your Int modifier with regards to number of languages. This feat may only be taken during character creation. The DM must approve the languages you choose, assuring that your character had the opportunity to learn that language in his background.

LONE WOLF [GENERAL]

You are independent and survive well on your own.

Benefit: Choose a Benefit: +1 on melee attack rolls, +1 to the save DCs against spells you cast or a +1 dodge bonus to AC. When your character is out of sight of and at least 300 feet away from any known ally, he gains the chosen benefit. You make take this feat multiple times. Its effects do not stack. Each time you take the feat, the character receives a different bonus.

LOYALTY'S REWARD [GENERAL]

Your loyalty to liege or lord grants you a benefit.

Prerequisite: Leadership feat or a follower of a character with the Leadership feat.

Benefit: Taking this feat as the leader of an organization allows you to use the feat and grant others the benefit of a custom feat. Taking this feat as a member of the organization gives you the specific special ability granted by that organization. Example feats include:

Snowbound: You gain a +2 resistance bonus to saving throws against cold spells. The druidic circle of the Voldorwoods and the Slennish can gain this feat.

Serpent's Swiftness: You can move an additional 10 feet on a charge action and gain an additional +2 bonus on your attack roll. Some barbarians of the Obakasek Jungle (the Kelen tribe) have this feat.

Victims of Injustice: Due to combating constant oppression, you gain a +2 bonus to your Sense Motive checks made to oppose Bluff checks. The DC for someone to Intimidate you is 4 points higher than standard. Certain fanatical dwarves of Karasta take this feat.

MAGICAL AFFINITY [GENERAL]

You have a minor talent for arcane magic.

Prerequisite: Int 13+; and Raised in Cosdol or Pel Brolenon; or Gray Elf, High Elf, Rock Gnome.

Benefit: You know and can cast one 0th-level spell per each point of your Intelligence modifier, per day. (A character with a +2 Intelligence modifier can cast two 0th-level spells, once per day. You may not use this feat to cast the same spell more than once per day). These spells are in addition to any you gain for spellcaster levels.

MEDITATE [GENERAL]

Your character draws upon insight and intuition for vital attacks.

Prerequisite: Wis 13+.

Benefit: You may use the meditate action (full round, provokes attack of opportunity) to gain a +4 insight bonus on your next melee attack afterward. The attack must take place within one minute of the meditation or you lose the bonus.

MIND LIKE WATER [GENERAL]

You are able to see motives and motivations clearly, like a reflection in still water.

Benefit: You gain a +4 bonus to Sense Motive checks.

MISER WITH MAGIC [METAMAGIC]

Your character draws upon the minimum amount of arcane energy needed to cast a spell.

Prerequisite: Spellcaster level 7+.

Benefit: You can make a Spellcraft roll to retain the use of a spell after you cast it. The Spellcraft DC is 10 + twice the spell's level. If you succeed, you managed to conserve enough magical energy, from this and other spells you have cast, that the spell (or spell slots for sorcerers) is not considered spent and may be used again. You may only use this ability on a number of spell levels equal to the ability score modifier appropriate to the type of spells you cast (Charisma for sorcerer or bard spells, for example).

Special: If you fail the roll by 5 or more, you spent insufficient energy to cast the spell at all. You lose the spell or the spell slot, and the spell has no effect.

MOVEMENT CHECK [GENERAL]

You can stop a charging or running foe.

Benefit: Exercising this feat requires that your character make an attack of opportunity against an opponent moving through your threatened area. If successful, the strike halts the opponent in addition to scoring normal damage.

MUSICAL EAR [GENERAL]

The character has an unnaturally good ear for music, and is particularly gifted with playing one instrument.

Prerequisite: Perform skill with that musical instrument.

Benefit: You get a +4 bonus to Perform when playing your selected instrument.

Special: This feat can be selected several times; each time it applies to a new instrument. This bonus does not stack with other circumstance bonuses except those from using masterwork tools.

NATURAL ENGINEER [GENERAL]

You are particularly good at designing and building things.

Prerequisite: 4 ranks in Knowledge (architecture and engineering), 4 ranks in Profession (engineer).

Benefit: You gain a +2 bonus to Knowledge (architecture and engineering), Profession (engineer) for the purpose of designing and building.

NATURAL MATHEMATICIAN [GENERAL]

You are especially good with numbers. From making change for coins to calculating complex equations, you breeze through problems that seem to take others up to twenty minutes.

Prerequisite: Literate.

Benefit: The character gains a +2 bonus on all skill uses that intensely involve numbers. Examples include Alchemy and Profession (engineer). This bonus only applies to the interaction and calculation of numbers and not other aspects of the skill. For example, a character with Knowledge (history) and this feat would gain the bonus when trying to quickly convert important dates between different calendars, but not when trying to remember the exact significance of the date. Merchants might gain this feat's benefit when converting coinage or calculating several fees and taxes on a transaction.

Special: This feat does not apply to skills such as Appraise, which are based largely on knowledge and intuition.

NATURAL SWIMMER [GENERAL]

You are at home in the water.

Benefit: Your character gains a +4 bonus on all Swim checks and can hold her breath for a number of rounds equal to four times her Constitution score.

Normal: A character can hold her breath for a number of rounds equal to twice her Constitution score.

NOBLE BEARING [GENERAL]

Your aristocratic mannerisms and way of carrying yourself impress others.

Prerequisite: Noble blood, Cha 13+ or Cha 13+, Wis 13+ with access to frequent observation of nobility.

Benefit: You gain a +2 enhancement bonus to Diplomacy and Intimidate checks.

NOBLE PRIDE [GENERAL]

Your great pride in the deeds of your Kalamaran ancestors gives you courage in dire situations.

Prerequisite: Human born in the current or former Kalamaran Empire.

Benefit: You gain a +2 bonus to saves against any fear effects.

Special: You may only take this feat as a 1st-level character.

PATIENCE [GENERAL]

You are adept at taking the initiative without going first.

Prerequisite: Wis 13+.

Benefit: By waiting for the right opportunity, you can ensure an attack against an undefended or lightly defended area. You can hold your action (initiative) until last and make your first attack with a +2 bonus to your attack and damage roll. You do not gain this bonus against creatures that are immune to critical hits because they guard no one area greater than any others. You may only gain this bonus once against any single opponent or creature type.

PILGRIM [GENERAL]

Your piety grants you a measure of protection from your enemies.

Prerequisite: 5 ranks in Knowledge (religion).

Benefit: You gain a +2 divine bonus to saves against enemies of your character's professed faith (see the *KINGDOMS OF KALAMAR* campaign setting sourcebook for a deity's listed enemies).

Polyglot can be an important asset to the traveling adventurer.

POLYGLOT [GENERAL]

Your character has a gift for learning new languages.

Prerequisite: Int 13+.

Benefit: You may learn languages for 1 skill point each if the new language shares an alphabet with a language you already know. For example, Jisei speaks Elven. He can learn Sylvan, Undercommon and Aquan at the cost of one skill point each. If he learns Dwarven, it costs the normal 2 points, but he could then learn Gnome and Terran at one point each.

Normal: A language costs 2 skill points for all classes except bard (for whom Speak Language is a class skill).

Special: Clerics of The Traveler or The Watcher gain Polyglot as a bonus feat.

PUSH [GENERAL]

Your forceful blows push opponents aside.

Prerequisite: Power Attack, Str 13+.

Benefit: You knock your opponent back a 5-foot step, in addition to scoring normal damage, on a successful strike. Your opponent may make a Fortitude save at DC 10 to resist the push.

PYRO [GENERAL]

You're good at lighting objects and opponents on fire.

Benefit: If you set something or someone on fire by any means (alchemist's fire, for example), the flames do an extra 1 point of damage per die, and the Reflex save DC to extinguish the flames increases by +5.

Normal: Fire generally does 1d6 points of damage. A successful Reflex save (DC 15) extinguishes it.

QUICK DISMOUNT [GENERAL]

You are able to leap from a mount quickly.

Prerequisite: Mounted Combat.

Benefit: Dismounting from a horse or other steed is a free action for your character.

Normal: Dismounting is a standard action.

RAM [GENERAL]

You are adept at forcing your way through your opponents.

Benefit: When using the overrun action, your character counts as one size category larger. She can therefore charge through larger creatures and gains a +4 size bonus for resolving any trip actions to drive through resisting defenders.

RAPID READY [GENERAL]

You prepare for battle quickly.

Benefit: You may cut the time to don, don hastily, or remove your armor to half the normal time. If you have some help, you may cut this time in half again. You may simultaneously help another character don (not don hastily) or remove their own armor.

Normal: Full details on donning and removing armor can be found on page 105 of the *Player's Handbook*.

REGAL BEARING [GENERAL]

Your dominating presence is an almost tangible force.

Prerequisite: Noble Bearing feat, Cha 13+.

Benefit: Your bonus to Diplomacy and Intimidate checks increases to +4.

RESIST DISEASE [GENERAL]

You have developed a natural resistance to diseases.

Benefit: You gain a +4 bonus on Fortitude saves against disease.

RESIST POISON [GENERAL]

You have built up an immunity to the effects of poisons by exposing yourself to controlled doses of them over time.

Benefit: You gain a +2 bonus on Fortitude saves against a certain poison (see Table 4–2: Poisonmaking).

Special: You may gain this feat multiple times. Each time you take the feat, you may stack it, or apply it to a new type of poison.

SCHOLAR [GENERAL]

Your character is widely read.

Prerequisite: Literacy in at least one language.

Benefit: All Knowledge skills become class skills for you. You also receive a +1 bonus on all checks of three Knowledge skills of your choice.

Special: Clerics of The Mule automatically gain this feat.

A fighter uses his rapid ready feat to prepare for battle.

SENSE DANGER [PSIONIC]

You know when an enemy is observing you.

Prerequisite: Raised in the Elos Desert, Khydoban Desert or Torakk; or Golden Halfling.

Benefit: You can detect the mental presence of any individual (within a 30-foot radius) who is currently in the process of attacking you (charging, casting a spell, nocking an arrow, etc). This feat does not allow you to read their thoughts, only locate where they are. You cannot use this feat to detect evil or detect someone who is only thinking about harming you and not yet acting on it.

SHAPECHANGER [GENERAL]

You adapt quickly to forms not your own.

Prerequisite: Wis 13+, Spellcaster level 5+.

Benefit: Choose a number of forms equal to your Wisdom modifier. You do not suffer disorientation penalties when you change into those shapes.

SHIELD SPECIALIZATION [GENERAL]

You are highly skilled in the use of a shield.

Prerequisite: Shield Proficiency.

Benefit: Your character gains a +1 armor bonus to AC when using a shield, or she can use the shield as a second weapon while retaining the shield's normal AC bonus (keeping any magical bonuses but losing the +1 for this feat).

SHOCK RESISTANT [GENERAL]

You are unlikely to die from a single attack.

Prerequisite: Undying, Con 13+.

Benefit: Your character does not need to make a Fortitude save to resist death from massive damage.

Normal: You must make a Fortitude save at DC 15 to avoid instant death when you take 50 points of damage (if Medium-sized) or 40 points of damage (if Small) from a single attack.

SISTERHOOD OF ARMS [GENERAL]

Prerequisite: Raised in Tharggy.

Benefit: Your character gains a +1 circumstance bonus on attack rolls for each other attacker who has this feat and is engaged in melee combat with the same opponent.

Special: You may only take this feat as a 1st-level character.

SKEPTIC [GENERAL]

Your character is tough to fool with illusions.

Benefit: Your character gains a +4 circumstance bonus to saving throws against phantasms.

SKILL PRODIGY [GENERAL]

You may learn skills normally unavailable to you.

Benefit: You may learn a number of restricted skills equal to your Intelligence modifier as if they were cross-class skills, or you may learn a number of cross-class skills equal to your Intelligence modifier as if they were class skills.

Special: You make take this feat multiple times. Each feat applies to a new group of skills.

SMASHING BLOW [GENERAL]

You can generate explosive power when attempting to break objects.

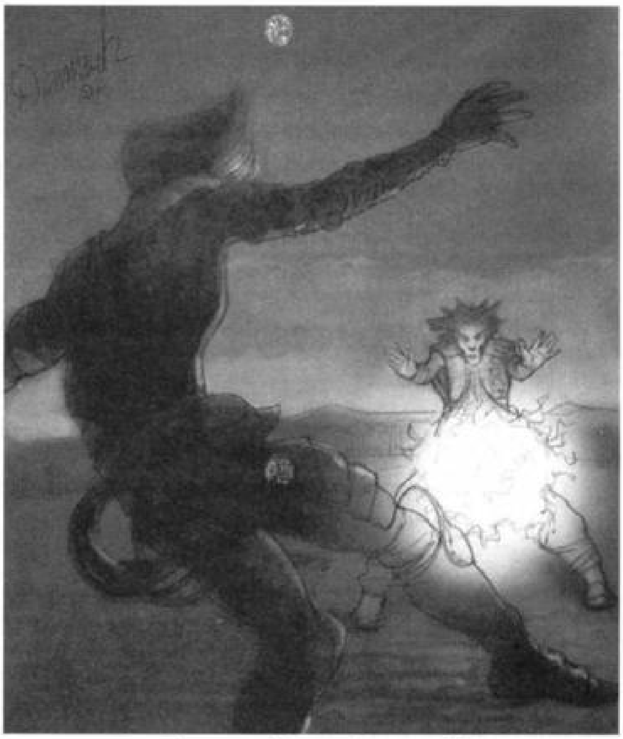
Prerequisite: Str 13+; Power Attack, Sunder.

Benefit: You can use a melee attack with a slashing or bludgeoning weapon to strike your opponent's weapon or shield. The attacking weapon must be no more than two categories smaller than the weapon attacked. You also gain a +4 damage bonus, and your attack does not provoke an attack of opportunity from your opponent.

SPELL DODGE [GENERAL]

Your character is adept at avoiding magical rays and similar effects.

Benefit: Your character gains a +2 dodge bonus to Armor Class against ranged touch attacks.



Dodging a spell saves this rogue's life.

SPRINT [GENERAL]

You are capable of amazing bursts of speed.

Benefit: Your character's base speed increases by 10 feet in combat. This spontaneous bonus does not apply to long marches or standard adventuring speed. A single sprint lasts for a maximum number of rounds equal to your Constitution score. After that, you cannot sprint for 1d8 minutes.

STATELY DEMEANOR [GENERAL]

This character seems to be surrounded by an aura of power and social grace that leads others to respect the character, regardless of opposing principles.

Prerequisite: Cha 13+, 6 ranks in Knowledge (history) or Knowledge (nobility and royalty).

Benefit: The character gains a +4 bonus when using the Intimidate skill to impress others.

Special: If the character fails the roll, he is not able to use this bonus with that subject until he gains a level or complete an impressive task.

STEADFAST [GENERAL]

Your character is able to hold his position against the raging winds.

Prerequisite: Con 13+; raised in Baethel or Paru'Bor.

Benefit: You cannot be checked, knocked down or blown away by any natural wind force smaller than a hurricane. (Wind effects are described on page 83, 84 and 87 of the *Dungeon Master's Guide*).

STONEBONES [GENERAL]

Your character's sturdy frame makes him harder to damage than other characters.

Prerequisite: Dwarf, Gnome.

Benefit: You gain a +1 natural armor bonus to Armor Class.

Special: You may only take this feat as a 1st-level character.

TARGETED ATTACK [GENERAL]

You know how to wound opponents in specific ways.

Prerequisite: Int 13+, Expertise.

Benefit: You may, instead of scoring critical damage when you roll a critical hit, score normal damage and injure a specific part of the body. You may choose to damage a hand, an arm, a leg, a foot or the head. Pages 66-67 of the *Dungeon Master's Guide* present the variant rule describing the effects of injuries to specific areas.

TOUGH AS NAILS [GENERAL]

Your body is very tough, breaking lesser weapons that are used to attack you.

Prerequisite: Undying, Shock Resistant, Con 13+.

Benefit: When a weapon strikes your body, it takes damage equal to half the damage it inflicts after it damages you.

UNDYING [GENERAL]

You ignore pain and damage when at death's door.

Prerequisite: Con 13+.

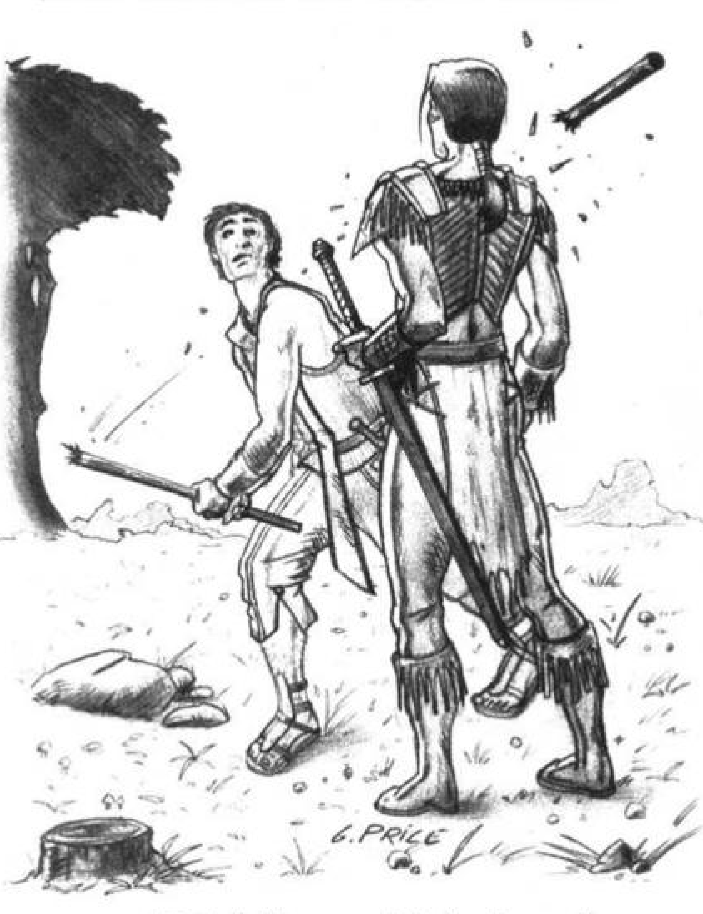
Benefit: You may act normally when disabled. When dying, you have a 15% chance per round of spontaneously stabilizing. Others gain a +4 bonus to rolls to stabilize you.

UNERRING STRIKE [GENERAL]

You sacrifice a powerful attack for one that is almost sure to hit.

Prerequisite: Dex 13+.

Benefit: Reduce your damage by a number and add that number to your attack roll. If this reduces the damage to less than one, the attack still does 1 point of damage. The number may not be higher than your character's base attack bonus.



A Dejy fighter proves to be tough as nails.

Chapter 6
Religion

"There is something more powerful than all the nations of Tellene; and that is a religion whose time has come."
– High Peace Maker Khazuk

The Gods of Tellene

A diverse pantheon of deities watches over the lands of Tellene. These gods concern themselves with the affairs of intelligent mortals. Keeping them straight might prove challenging for players just beginning their adventures in the Sovereign Lands. First, each culture or language has its own name for each god. Furthermore, the gods have many names, even among a single culture, and each god's priesthood and faith has a distinct name. Even among the priesthoods, clerics have different titles commensurate with their ranks within the faith's hierarchy.

Note that the gods of Tellene do not segment themselves by region or by race. There is no "god of the elves." They are far more concerned with their followers' actions and beliefs than they are with race, gender or other physical factors. Because of cultural and racial differences, certain deities appeal more to some races or classes.

Table 6-1: Non-Human Names for Deities lists the gods of Tellene's names in Merchant's Tongue, along with the name that the non-human races use. The many and various human racial names for the deities are listed in the *Kingdoms of Kalamar* campaign setting sourcebook.

Choosing a Deity to Worship

In choosing a patron deity, consider first the deities most appropriate to your character's race, class and alignment. Refer to Chapter 1: Races and Chapter 2: Classes if necessary. Once you have chosen a deity and an alignment for your cleric, choose two domains from among the deity's domains for your cleric (see Table 2-1: Deity Domains). Table 6-2: Deities of Tellene has information on your deity's alignment, favored/spiritual weapon, symbol and divine focus (needed for certain spells). Clerics on Tellene have the same class skills and features as those detailed on pages 31-32 of the Player's Handbook, as well as being able to channel energy (see Chapter 10: Magic).

The *Kingdoms of Kalamar* campaign setting sourcebook has further information on your church's spheres of influence, holy days, places of worship, colors, animals, appearance, clerical raiment, sacrifices, advancement, friends and allies, enemies and sayings. If you do not already own this book, ask your DM for this information.

Besides paying homage to a god, a cleric might choose to champion an alignment, either good, evil, law or chaos. Clerics might also worship the Creator directly, one of the eleven dead gods (their clerics are extremely rare), or general principles. Many Dejy tribes of the Young Kingdoms, for example, express a belief in the Earth Mother, a personification of Tellene that some perceive as another name for the Creator. These clerics typically use Air, Earth, Plant and Sun domains. Some piratical clerics consider the seas divine and use spells from the domains of Travel and Water.

Note that because all of the above examples employ gods that do not or no longer exist (for whatever reason), such clerics typically only gain mastery of 0th, 1st and 2nd level spells (higher ones being granted by the deity or her messenger, neither of whom exist in the case of the dead gods). In some cases, one or more deities may grant spells and powers to such a non-believer. This happens if the non-believer is of the same alignment as the god and she either furthers the god's agenda through her actions (e.g. The Seller of Souls may grant spells and powers to a vengeful, neutral evil cleric bent on murdering enemies that once wronged her) or worships the god's sphere of influence (e.g. the Storm Lord may grant spells and powers to a primitive that worships the rain). The extent of these powers is determined by the DM.

FOLLOWERS, WORSHIPERS AND OFFICIALS

Exclusive worship of one god or another is rare among non-clerics. Typically, the faithful make donations to a wide variety of temples, depending on their needs at the time. A farmer might attend a service of the Raiser before planting his crops, propitiate the Storm Lord with a small sacrifice while the crops grow and then make a donation to the Traveler's temple before taking his goods to market. These types of people are considered to be *worshipers*.

Adventurers in particular revere a wide variety of gods. A character might pay homage to the Powermaster before accepting a single challenge, shout an exclamation invoking the Knight of the Gods when she meets a disgusting ghast, and drop off a few coins at the Landlord's temple before she attempts to sell the loot she recovered from a dungeon.

Those few individuals who revere one god above others and typically pay a tithe to that temple are considered *followers* of that faith. They might have contacts that other characters do not because of that fellowship and they have more than the basic knowledge of the faith (its holy symbol, spheres of interest, the name of its canon, specific religious stories, etc.). They might also move into a temple or monastery to labor under the clerics and monks who devote their lives to that god. Clerics perceive these folk differently than they view worshipers in their bestowal of spells and other services. While enjoying these benefits, followers are also subject to the faith's laws, and the faith might have legal power to collect tithes equal to a tax collector's power to collect monies owed to the sovereign.

Aside from followers of a faith are *officials* of that faith. Most officials are NPCs, though your character may also choose to follow the path of temple official (even if she is not a cleric). For information on temple rank and advancement, see Chapter 9: Adventuring.

TABLE 6–1: NON-HUMAN NAMES FOR DEITIES

DEITY	DWARVEN	ELVEN	GNOMISH	HALFLING	HOBGOBLIN	ORC
Knight of the Gods	Lusurk	Berereldar	Mirazi	Adaran	Thargaz-Tubrog	Rorg
Holy Mother	Manklim	Adraladdlaen	Thimaneo	Periva	Gulmab-Thrakkro	Barag
Speaker of the Word	Sesilk	Calamassi	Lulipa	Resim	Kurgaz-Thal	Pruurk
The True	Salimak	Eleria	Treslin	Lareki	Graz-Vagh	Rork
The Eternal Lantern	Resgad	Javaeclya	Serit	Birin	Kuban-Randtak	Gank
The Raiser	Kelburd	Gavedever	Grozer	Dari	Dolkagh-Naz-Kelgar	Vralg
The Peacemaker	Nisakil	Valaennon	Wabamel	Valdi	Tukamek-Ultak	Varbag
The Pure One	Roirak	Adrabrintariel	Salansa	Kavagon	Thunarrag	Vrodash
Lord of the Silver Linings	Namieka	Nanaeclya	Kaerast	Milamal	Gorrand-Krotak	Bok
The Traveler	Gemila	Landanna	Kalborn	Taktan	Kakkel-Gazh	Hogor
The Guardian	Moimli	Adrededar	Jeday	Zaldi	Kelgul-Nazka-Dol	Grinak
Raconteur	Doisin	Banadar	Laulla	Birah	Grozar-Tuka	Valg
The Shimmering One	Kolir	Devamaeriel	Miraemos	Fulan	Raithal-Terek	Rilg
The Great Huntress	Adda	Albabrilia	Sendal	Rasda	Nagra-Kel	Pridash
The Coddler	Gilli	Manassi	Cozer	Baktar	Thulvar-Tudar-Brog	Grik
The Founder	Hildal	Ebaenderiel	Graemond	Vendan	Herkka-Magazh	Vrudash
The Mule	Gramlek	Darabentariel	Nidorn	Kavdela	Mukli-Gurkkagh	Padash
Powermaster	Lasterm	Alabriria	Wiakith	Lekimal	Thagraz-Ranmek-Kro	Porag
The Old Man	Tragrim	Contabesi	Serabal	Nounad	Vradhka-Khor-Vredhi	Bugar
Eye Opener	Migmar	Elobreria	Denfort	Sartan	Tukhar-Renn	Vroshnak
Mother of the Elements	Suzek	Carrobredanten	Ferran	Vela	Katha-Gulmakkel	Punak
The Riftmaster	Lugad	Halobrendar	Halit	Boerin	Ganlinaraz-Krok	Eraurk
The Bear	Kernus	Valanna	Sevay	Thassah	Terenka-Shalik	Bushnak
The Landlord	Gisila	Albereclya	Toa	Fuleta	Dazulghaz-Vakh	Praurk
Fate Scribe	Foimek	Enaryn	Pomawin	Taotan	Grondvar-Brogguk	Groshnak
Battle Rager	Ragmar	Halamaegyn	Laeribel	Malakkan	Thallak-Shakarz	Grarg
The Watcher	Sunila	Ranalaessi	Wicilat	Tojela	Greznar-Tukro-Kuul	Vrigor
The Storm Lord	Taglek	Faranna	Dohas	Noala	Mokdar-Marrag	Puol
Risk	Gloinum	Landobalaen	Lanari	Kaepran	Luggukagh	Prarbag
The Laugher	Rublim	Jennaentariel	Sulreen	Ledia	Akdren-Ulkromar	Grolg
The Corruptor	Surik	Adrenannon	Norenn	Tarbak	Ganor-Thana-Kurrug	Vrak
The Overlord	Moizarak	Enedeteriel	Foirin	Shakkan	Grebok-Krokramar	Vraol
The Dark One	Solin	Beraclya	Ruwin	Gonwen	Mravroshkha-Khielshor	Gridash
The Flaymaster	Zegnar	Beraendar	Laripa	Ralek	Patukk-Ro-Tirnog	Grodish
Harvester of Souls	Dusur	Wyleredar	Baxeeri	Rawen	Domaadrik-Kanar	Prudush
Locust Lord	Fuoro	Laberel	Gulrath	Geflen	Korrogaz-Melrak	Vagar
Emperor of Scorn	Gordal	Calereria	Golmel	Rendravan	Kortak-Tuvaghaz	Bugdush
The Seller of Souls	Kezek	Valandar	Yumas	Narokam	Guldarr-Thorbrog	Vadash
Rotlord	Lignar	Gherhimn	Treibaen	Alvear	Azzabrak-Kathal	Rudash
The Confuser of Ways	Guralk	Valamariel	Feim	Galirem	Rondarg-Thallinatt	Gung
Prince of Terror	Benlarr	Kheiskhari	Gardonn	Sevar	Haagul-Naz	Hilg
Creator of Strife	Gloran	Shambourki	Kerra	Mometh	Vakkro-Gur-Haad	Bolg
The Vicelord	Minakil	Lhaghari	Lothoeloth	Noorshar	Stirnoggul-Brog	Grurg

TABLE 6–2: DEITIES OF TELLENE

DEITY	ALIGNMENT	WEAPON*	SYMBOL OF DEITY	DIVINE FOCUS
Knight of the Gods	LG	Greatsword	Golden eye on a blue and white diamond pattern	Blue and white cloth bearing the golden eye symbol
Holy Mother	LG	Light Hammer	House encircled by a ring	Two linked metal rings
Speaker of the Word	LG	Mace	Open book	Canon entitled "The Word"
The True	LG	Longsword	Scale balanced on a golden sword	Small golden sword or tiny scale
The Eternal Lantern	LG	Mace	Half of a sun shining over the horizon	Shiny emblem bearing a half sun
The Raiser	NG	Sickle	Blazing hearth	Pouch of seeds or a sheaf of wheat
The Peacemaker	NG	Quarterstaff	Two hands clasped in friendship	Small carving of clasped hands
The Pure One	NG	Net	Dove over a white rose	Silver rose
Lord of the Silver Linings	NG	Quarterstaff	Psi symbol with a circle above the center vertical line, upon a rainbow	Medallion bearing the psi symbol
The Traveler	NG	Quarterstaff	Shooting star on a black background	A silver star
The Guardian	CG	Longsword	Eagle claw on black	An eagle's claw
Raconteur	CG	Club	Theatrical mask or jester hat	Tiny theatrical mask
The Shimmering One	CG	Rapier	Full moon breaking through clouds	Full moon emblem
The Great Huntress	CG	Spear	Hawk with spread wings on a green background	Gold or silver hawk's head or hawk with spread wings
The Coddler	CG	Halberd	Crossed hands resting over one's chest as if sleeping	Small pillow or blessed sand
The Founder	LN	Warhammer	Sword and red bricks on a blue background	Red brick
The Mule	LN	Crossbow	Triangle within a circle, within a square	Silver piece with the symbol stamped on it
PowerMaster	LN	Greatclub	Mountain rising up through cloud	Equilateral triangle with blue, white and silver angles
The Old Man	LN	Halberd	Crossed polearms	Tiny replica of two crossed polearms
Eye Opener	LN	Quarterstaff	Owl in flight grasping a beech staff in its talons	Silver owl pendant or a beech staff
Mother of the Elements	N	Air: Bow Earth: Sling Fire: Scimitar Water: Trident	Circle divided into four parts with each cult/element represented in one corner	Air: Silver bird figurine Earth: Gem stone Fire: Obsidian flame Water: Coral wave
The Riftmaster	N	Dagger	Platinum key	Colored key according to church rank
The Bear	N	Quarterstaff	Huge oak tree	Silver acorn
The Landlord	N	Dire Flail	Golden weight scale	Miniature balanced scale
Fate Scribe	N	Quarterstaff	Silver crescent moon and three stars on a light green background	Silver crescent moon
Battle Rager	CN	Hand axe	Crossed swords behind a double-bladed axe	Small silver sword or double-bladed axe
The Watcher	CN	Quarterstaff	Winding road disappearing over a hill, or a winged staff	Intricately carved walking stick topped by feathered wings
The Storm Lord	CN	Warhammer	Crossed lightning bolts behind a warhammer	Small silver warhammer
Risk	CN	Dagger	Two six-sided dice	Silver six-sided dice connected by a silver chain
The Laugher	CN	Club	Fresh grapes, wineberries, or a gaping mouth	Small sculpture of wineberries
The Corruptor	LE	Longsword	Tipped scales resting on a goat's skull	Tiny golden scales (unbalanced)
The Overlord	LE	Spiked Chain	Mailed fist	Gauntlet worn on the right hand
The Dark One	LE	Greataxe	An eyeless raven gripping a bloody eye	Small leather pouch filled with former sacrifices
The Flaymaster	LE	Whip	Dagger with blood dripping off the blade	Bloodied dagger
Harvester of Souls	NE	Scythe	Skull and scythe	Small golden sickle
Locust Lord	NE	Mace	Goblet with a hole in the bottom and Death (hooded skeleton) oozing out	Ornate goblet with a hole in the bottom
Emperor of Scorn	NE	Club	Golden sceptre on a dark blue background	Small golden sceptre
The Seller of Souls	NE	Dagger	Skull-headed scorpion with blood dripping from its stinger	Silver scorpion
Rotlord	CE	Flail	Rotting, worm-eaten head	Piece of rotting flesh
The Confuser of Ways	CE	Club	Snake head with extended tongue	Emblem of hissing snake
Prince of Terror	CE	Greatsword	Face filled with terror	Shrunken head
Creator of Strife	CE	Flail	Various regionally (i.e.: dark storm clouds, twister or tidal wave)	Spatially impossible geometric shape atop a crooked stick
The Vicelord	CE	Heavy Pick	Varies regionally (i.e.: male boar wearing a crown)	Boar genitals or tusks wrapped in hair from a convert

*In addition to indicating the favored weapon of each deity, the above list provides the weapon type created by the divine spell *spiritual weapon*. Weapons deal 1d8 points of damage regardless of form, though threat ranges and critical hits function as the weapon listed above. Note that ranged weapons created by the *spiritual weapon* function in the same manner as melee weapons; they have no advantages over *spiritual* melee *weapons*.

TABLE 6–3: GOD CONVERSION

STANDARD D&D GOD	APPROPRIATE KALAMAR GOD(S)
Boccob	The Riftmaster
Corellon Larethian	Raconteur, the Great Huntress
Ehlonna	The Great Huntress
Erythnul	The Seller of Souls
Fharlanghn	The Traveler
Garl Glittergold	The Mule
Gruumsh	Emperor of Scorn
Heironeous	Knight of the Gods
Hextor	Battle Rager
Kord	Powermaster
Moradin	The Speaker of the Word
Nerull	The Dark One
Obad-Hai	The Bear
Olidammara	The Laugher, the Landlord, or Risk
Pelor	The Eternal Lantern
St. Cuthbert	The True
Vecna	The Corrupter
Wee Jas	Harvester of Souls
Yondalla	The Raiser

FORGOTTEN REALMS GOD	APPROPRIATE KALAMAR GOD(S)
Akadi	Mother of the Elements
Auril	The Flaymaster
Azuth	*The Riftmaster*
Bane	Creator of Strife
Beshaba	The Confuser of Ways
Chauntea	The Raiser
Cyric	The Seller of Souls, Creator of Strife
Deneir	The Eternal Lantern
Eldath	Lord of Silver Linings
Finder Wyvernspur	The Bear, The Watcher
Garagos	Battle Rager
Gargauth	The Corrupter
Gond	The Mule
Grumbar	The Founder
Gwaeron Windstrom	The Great Huntress
Helm	Knight of the Gods
Hoar	The True
Ilmater	Lord of Silver Linings
Istishia	The Storm Lord
Jergal	Fate Scribe
Kelemvor	Harvester of Souls
Kossuth	Mother of the Elements
Lathander	The Eternal Lantern, Powermaster
Lliira	Raconteur
Loviatar	The Flaymaster
Lurue	The Bear
Malar	Rotlord, The Vicelord
Mask	The Seller of Souls
Mielikki	The Great Huntress
Milil	Raconteur
Mystra	The Riftmaster
Nobanion	Knight of the Gods
Oghma	The Mule, Raconteur
Red Knight	The Old Man
Savras	The Fate Scribe
Selune	The Shimmering One
Shar	The Dark One
Sharess	The Vicelord
Shaundakul	The Watcher, The Traveler
Shiallia	The Great Huntress
Siamorphe	Knight of the Gods, The Founder
Silvanus	The Bear
Sune	The Pure One
Talona	Rotlord, The Seller of Souls
Talos	Creator of Strife
Tempus	Battle Rager
Tiamat	The Overlord
Torm	Knight of the Gods
Tymora	Risk
Tyr	The True, The Speaker of the Word
Ubtao	Mother of the Elements
Ulutiu	The Flaymaster
Umberlee	The Storm Lord
Uthgar	Battle Rager
Valkur	The Traveler
Velsharoon	Harvester of Souls
Waukeen	The Landlord

CONVERTING CHARACTERS FROM OTHER SETTINGS

If you are converting a character from either the standard D&D world of *Greyhawk* or *Forgotten Realms* campaign setting, Table 6-3: God Conversion will show you the most closely related *KINGDOMS OF KALAMAR* deity you may convert to. You may also want to view Table 6—4: Commonly Worshipped Gods for other ideas when converting your character.

CANONS

At some point in the past, each of the gods expressed his commands through the written word. Typically, a saint or cleric of the faith actually recorded the doctrine for the layman, although some faiths claim the god wrote the original words personally. The primary source of doctrine among most faiths came from the content of the canon.

Considering its prime importance within the faith, the canon is a prominent possession of clerics and followers. Among clerics of importance, the canon is mandatory. Followers who wish to appear sincere find that even grand largesse carries little weight unless backed up by ownership of a canon.

The Knowledge (religion) skill allows a character to associate a faith with its god (DC 5), identify the source of a religious quote (DC 15-20, depending on obscurity) or remember a specific passage (DC 20). A character that has studied a canon gains a +2 circumstance bonus to Knowledge (religion) checks (+4 when the religion in question is their own), and clerics of a faith gain an additional +2 circumstance bonus when the question applies to their own theology.

Canons of the Gods of Tellene

AMITIES (HOUSE OF SOLACE)

Amities are unique in that their order changes from copy to copy. Indeed, the chapters are not even bound in most copies. The pages are loose or only a few are collected together. The binding is usually oversized, allowing the owner to wrap up his loose Amities together without fear of losing any.

Amities take their name from a collection of songs known individually as Comforts; these Comforts make up the largest and most prominent chapters of the canon. Several of the hymns extol the virtues of creating an untroubled environment in which to live, comforting the sick and infirm as well as those distraught by their day to day trials. The vast majority of the songs glorify peace and degrade war as wasteful and destructive. The heroes of the faith are those individuals with overwhelming charisma and wisdom who avoid conflict and make peace between warring nations or belligerent individuals.

Contradictions and inconsistencies within the text cause disagreement within the faith over the best course of action to lead to peace. This ironic and unfortunate situation has created a schism within the priesthood, the largest current such division on Tellene (although the Decade of Fear, during which the Truthseekers elected two warring High Seers, was a far more violent rift).

Amities costs 30 gp and copies are available throughout the continent of Tellene. They are rarer on Svimohzia and more common along the Reanaaria Bay.

The Balance (Temple of Enchantment)

The Balance is a thick tome written by at least two dozen saints. The cover depicts a stylized balance that is always perfectly symmetrical. The interior contains beautiful line drawings in a variety of bright colors. While these drawings are principally cosmetic, a handful represent powerful glyphs and symbols important to wizards.

The Balance contains eight Schools that correspond to the eight schools of magic. The Schools are further divided into a variable number of Books. Evocation contains only three, while Illusion contains 11. Each School contains enigmatic warning signs that indicate to the clerics when the use of this school threatens to undo the balance of magic in the universe that is central to the faith. At least one Book in each School teaches the clerics how to restore the balance.

The book includes a vast amount of knowledge relating to magic, including the location of no less than 16 planar gates, all of which are currently closed. The Balance mentions several magic items, including the *deck of many things* and the *sphere of annihilation*. This implies that the Riftmaster is responsible for the creation of these minor artifacts.

Prohibited actions include frivolous use of spells or magic items. Spellcasters are encouraged to charge high fees for selling the use of their spells in order to maintain a proper ration of magic. When it becomes necessary to increase magic use, spellcasters should use their spells constructively and judiciously.

The Keyholders do not see why anyone who is not a spellcaster should own their canon, and they might claim to have none when asked for it. Their followers, they believe, should be content to trust the Keyholders' interpretation of the book instead of reading it themselves. Enterprising merchants sell the book to spellcasters for (at least) 55 gold pieces. Despite their unwillingness to sell it, Keyholders do not use violence to keep it out of the hands of others.

TABLE 6–4: COMMONLY WORSHIPPED GODS

CLASS	PRINCIPAL GODS
Barbarian	Battle Rager
Bard	Raconteur, The Shimmering One
Druid	The Mother of the Elements, The Bear
Fighter	Powermaster, The Old Man
Paladin	Knight of the Gods, the True
Psion	The Eye Opener
Psychic Warrior	The Eye Opener, the Old Man
Ranger	The Traveler, the Guardian
Rogue	Risk, the Unseen One
Sorcerer	The Riftmaster
Wizard	The Mule

TABLE 6–5: CIRCUMSTANCE BONUSES

	KNOWLEDGE (RELIGION)
CIRCUMSTANCE	BONUS
Character that has studied a canon for the faith in question	+2
Follower of faith in question who has studied canon	+4
Cleric of faith in question	+6

Blessings of the Land (The Church of Life's Fire)

Blessings of the Land (usually spoken and written as "Blessings") has a soft leather cover that conceals a lightweight canon. The inks and print are plain for the first half of the book, with numerous images in the last half.

The book includes four Seasons, and each Season defines a person's duties concerning tilling the earth and herding the beasts. Alliterative rhymes help farmers and herdsmen remember the passages. A few pages devote attention to fertility among humans and non-humans, as well: recipes for aphrodisiacs and techniques to ensure conception. Blessings of the Land does not ignore the city dweller–it teaches the benefits of owning a garden where one can find both inner peace and ready food. A common motif is the promotion of a simple hardworking farmer to sainthood through his diligence.

Each of the four Seasons provides additional insight beyond the plain word. While on the surface they give instruction and lessons regarding agriculture and farming, the Four (a nickname used by devout followers) also contain a second, deeper message. Allegorically, they describe the four stages of life: conception to toddling, toddling to puberty, puberty to middle age and middle-age to the twilight years. Indeed, Blessings truly is a book about life, whether animal or vegetable.

Literally dozens of High Field Masters have written multiple texts commenting and explaining the meanings and life teachings behind the Seasons. Most of these commentaries build upon one another, though several are in conflict on key points. Nevertheless, in the end, they all agree that the true beauty of Blessings lies in its allegorical lessons. These lessons include how to raise children (even being so specific as to cover bedtime routines and educational advice), grieving over the

TABLE 6–6: CHURCHES AND CANONS

Deity	Priesthood	Church	Canon	Cleric Spells Restored
Knight of the Gods	Servants of the Swift Sword	Halls of the Valiant	To Serve	Dawn
The Holy Mother	The Brotherhood of Industry	The Home Foundation	The Home	Dawn
Speaker of the Word	Keepers of the Word	The Hall of Oaths	The Word	Dawn
The True	Truthseekers	The Courts of Justice	Judgment	Dawn
Eternal Lantern	The Order of Light	The Assembly of Light	The Radiant Order	Noon
The Raiser	Friends of the Fields	The Church of the Life's Fire	Blessings of the Land	One hour before dawn
The Peacemaker	The Peacemakers	House of Solace	Amities	Dawn
The Pure One	Children of Love	Parish of Love	The Way of Love	Dawn
Lord of Silver Linings	The Merciful Fates	Church of Everlasting Hope	Every Cloud	Dawn
The Traveler	The Journeymen	Temple of the Stars	The Endless Journey	One hour after dusk
The Guardian	Messengers of Liberty	The Face of the Free	Liberation	Dawn
Raconteur	The Merry Muses	Theater of the Arts	Creation	Dawn
The Shimmering One	Moonknights	Church of the Night's Beauty	True Beauty	Dusk
The Great Huntress	The Golden Arrows	Temple of the Patient Arrow	One Arrow	Dawn
The Coddler	Dream Weavers	Church of the Silver Mist	Tranquility	Dusk
The Founder	Builders of Law	The Founder's Creation	Keystones	Dawn
The Mule	Brothers in Logic	The Fraternal Order of Aptitude	Enlightenment	Dawn
Powermaster	Seekers of the Three Strengths	Temple of the Three Strengths	The Triad	Noon
The Old Man	Order of the Pike	Temple of Armed Conflict	The Way of Strategy	Dawn
The Eye Opener	Seekers of Sagacity	The Order of Thought	The Epiphanies	Dawn
Mother of the Elements	The Keepers of the Four Corners	Assembly of the Four Corners	Fundamentals	Dawn
Riftmaster	The Keyholders	Temple of Enchantment	The Balance	Dawn
The Bear	Brotherhood of the Bear	Conventicle of the Great Tree	Laws of Nature	Dawn
The Landlord	The Profiteers	Parish of the Prolific Coin	The Ledger	Dawn
Fate Scribe	The Prophets	The Inevitable Order of Time	The Fortunes	Dusk
Battle Rager	Brothers in Blood	The Way of the Berserk	Let the Rage Take You	Dawn
The Watcher	The Watchers	**	New Paths	Noon
Storm Lord	Tempestions	The Thunderer's Temple	Sky's Fury	Dawn
Risk	Challengers of Fate	Church of Chance	Chances	Dawn
The Laugher	The Passionate Peoplehood	The Order of the Passionate One	The Gift of Passion	Dawn
The Corrupter	The Covetous Ones	The Courts of Inequity	Longings	Dawn
The Overlord	Bringers of the New Order	The House of Shackles	Subjugation	Dusk
The Dark One	Knights of the Black Pit	Church of Endless Night	Book of Endless Night	Midnight
The Flaymaster	Ministry of Misery	Order of Agony	Sweet Pain	Dusk
Harvester of Souls	The Harvesters	The Congregation of the Dead	Final Word	Dusk
Locust Lord	The Gaunt	The House of Hunger	Swarms	Dusk
Emperor of Scorn	The Veiled Priesthood	House of Scorn	The Stone Tablets	Dusk
The Seller of Souls	The Purgers	House of Knives	Ill Wind	Midnight
Rotlord	The Pestilent Ones	The Conventicle of Affliction	Endless Decay	Dusk
The Confuser of Ways	The Imposters	**	Invisible Lives	1d6 hours after Dusk*
Prince of Terror	The Fellowship of Terror	Temple of Sleepless Nights	Indescribable Horrors	Dusk
Creator of Strife	Minions of Misfortune	Temple of Strife	Catastrophes	Dusk
The Vicelord	Vicelords or Insulters	Known as the House of Vice**	Innocent Pleasures	Midnight

* determined randomly each night
** no formal church

loss of a loved one (especially parents or children), dealing with neighborly disputes, etc.

Blessings contains few prohibitions, but they include destruction of a person's crops or animals. The faith considers rape to be an evil perversion, and the only appropriate punishment is death. Wandering farmhands in search of work should be given at least three days work and three days of food.

Blessings costs 30 gold pieces and might be the most common canon. Aside from its availability through temples and shrines, prosperous farmhouses and ranches across Tellene have copies and many of these households have a spare copy that they will sell.

CATASTROPHES (TEMPLE OF STRIFE)

Catastrophes bears the image of the Creator of Strife's impossible divine focus on a dark cover. The book is bound in wood or leather with thick, pulpy paper.

While no two Catastrophes seem the same (or even in agreement with one another), they all carry similar content. The chapters are named Strifes. Each of the three Strifes describes one aspect of the Creator of Strife. One is the abductor and slayer of the fortunate, thus making them unfortunate. Another is the summoner of foul weather. The last is the great warmonger that descends on villages and towns already oppressed by great storms, spreading discord and misfortune in their wake.

The chapters do not seem to further the faith's ethos very far. The tone of the chapters glorifies the Creator of Strife more than it explains any philosophy or belief. The Minions of Misfortune become adept at interpreting the verses however they wish to accomplish their immediate needs. Reading it carries an odd effect, however; as ever so subtly, the text plays on the subconscious of the reader. Even a brief perusing tends to leave the reader feeling argumentative, contrary and on edge for no apparent reason.

Catastrophes is, ironically, widely available in rural areas. The third Strife, in its statements on domination of humanoid tribes, gives telltale clues that a humanoid attack is imminent, and so village militiamen across Tellene are familiar with it, though most fail to realize the dangers involved with reading the text. It costs 25 gp.

Chances (Church of Chance)

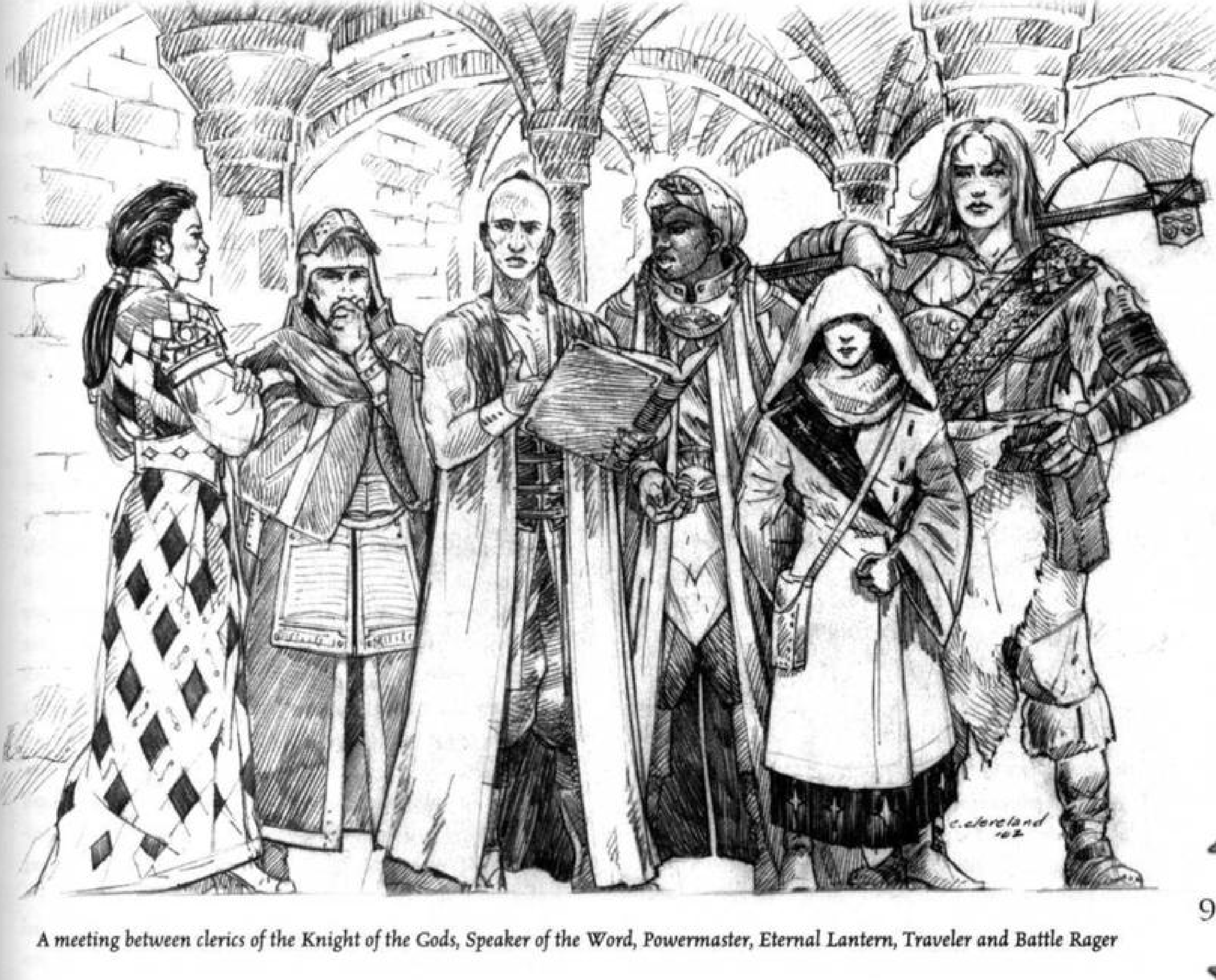
Chances, also called The Book of Chances, is a white or gray-covered book with thin pages of unremarkable writing. Exact art varies since each copy is an original, and the quality of the art varies widely. Typical representations depict people in risky situations, such as stealing from a king's treasure room, fighting off air elementals from a crumbling ledge, or sailing a ship at full sail in blinding rain with reefs all around.

Like the god it represents, Chances covers many subjects, all of them linked to personal enjoyment. The only seeming connection is a hint of self-destruction. Dogma includes simple precepts: control is an illusion. Mortals cannot control fate. They can only enjoy the ride. Whether fighting, playing or in business, worshipers are urged to avoid methods that do not involve some element of risk. Few activities are specifically banned.

As with the artwork, the actual text varies from copy to copy. Some versions go beyond the aforementioned subjects to include primers on various games of chance and wagers. Still others contain tutorials on different methods of thievery. Rarer still, some Chances contain both.

Canons containing guides to betting games include rules, odds, variations, strategies and the like. A copy with this added material can be used as an instruction manual for starting anything from a back-alley game of bones to a full-blown house-backed gambling den. The games covered, however, are by no means ubiquitous. Rather, they are regional. Thus, a careful reader that makes an appropriate Knowledge (local customs) check (DC 10) can tell where a particular copy of Chances was likely to have originated based on the games described.

A copy of The Book of Chances that contains teachings on the art of thievery may contain any number of subtopics. These include everything ranging from picking pockets to setting



A meeting between clerics of the Knight of the Gods, Speaker of the Word, Powermaster, Eternal Lantern, Traveler and Battle Rager traps (including specifics of the traps) to opening locks and all things in between. A slightly different type of chapter deals with one or more types of thievery. While each section of this type usually describes only one method of extracting wealth from others, occasionally two or even more appear. These discussions include the best practice and techniques in every imaginable situation such as cat burglary, con jobs, petty theft, pick-pocketing, swindles, highway robbery, piracy, and so on. Typical lessons include learning to excel at many types of thievery so that the student finds herself well positioned when luck and opportunity deign to smile upon her.

Chances appears in gambling houses, taverns and inns. It sells for 50 gp, double or triple that if it contains either or both of the additional topics (and further depending on how detailed and extensive the teachings are). Regardless, the price rarely remains constant as a seller typically offers a game of chance to reduce (or raise!) the cost.

CREATION (THEATRE OF THE ARTS)

Creation is a beautiful book that spares no expense when it comes to quality of materials or richness of color. Its cover stands out among other books for its vibrancy and dimension. The usual base color is a deep crimson, with liberal use of striking color on the cover and interior alike.

Twelve Arts divide the canon, each of which extols the virtues of creating the appropriate works. Each Art is the work of a different artiste and includes samples of that master's greatest art form. Individual copies often have different examples, following the faith's emphasis on personal taste, but all works are attributed to the proper person.

Artists use Creation as a primer, since it describes techniques for mixing paint and provides essays on the preparation of chisel points, exemplifies proper grammar and good sentence structure and a contains a system of musical notation that has become universal. In addition to technical advice, it discusses intangibles such as timing, balance and personal expression.

Creation forbids followers from mocking another's personal taste, interfering with the work of an artist or revealing another's plans for a work before he reveals the finished work. In life, the follower should respect the opinions of others, although he is free to express his own as well. Followers should not fall to despair when a situation is gloomy; a good joke can restore confidence and strengthen the faithful.

Creation costs 35 gp and is available in scattered cities, especially those of Reanaaria, Svimohzia and Kalamar. In Brandobia, it is only common in Cosdol.

ENDLESS DECAY (THE CONVENTICLE OF AFFLICTION)

This canon's plain brown cover and ordinary pages cause it to blend in with other books. The binding is usually poor, the pages brittle and uneven, and the cover's edges are typically white with wear. For some reason, few of these canons actually fall apart in use. Art most often shows victims of horrific diseases with gaping sores, emaciated bodies and twisted limbs. Sometimes it includes pieces depicting rats, cockroaches and other vermin waxing triumphant over other species and races.

Chapters called "Afflictions" divide Endless Decay. Each of the Afflictions describes a lethal or debilitating disease or a particularly revered type of pest or parasite. Although the number of Afflictions varies from copy to copy, most include at least 44. The version with only 28 is known as the Harbinger Heresy and the Pestilent Ones burn it on sight, along with the owner. The Afflictions range in length from a short essay just over a page to 30 full pages of relentless detail.

The vermin-related Afflictions tend to anthropomorphize the animal, all the while describing the environment in which they best thrive. Such Afflictions describe in great detail the virtues of the particular species from endurance to pain tolerance to adaptability. In every case, the subject pest is elevated in stature above the intelligent races of Tellene.

Most malady-related Afflictions are simple descriptions of a disease's vector, incubation period and symptoms. Noticeably absent is any means of curing disease or relieving symptoms. Several describe the difference in expectations of a follower versus those of a cleric, although texts contradict each other (and themselves). Such contradictions have led to great division among the faith.

Universal commands or prohibitions are few, but include a vague warning against killing rats (especially wererats), cautions against letting fires grow out of control and lectures about the dangers of baths. Followers are urged to be affectionate, stand close to people they talk to and share food. Clerics are encouraged to create new spells that inflict or spread disease. Clerics who have the opportunity to kill a cat with impunity and fail to do so are punished.

Endless Decay is not illegal, but few consider its presence in a home encouraging. The only reason for its acceptance is that the description of diseases and their symptoms is useful to healers. It costs a mere 30 gp when it is available.

THE ENDLESS JOURNEY (TEMPLE OF THE STARS)

Unique among the religious canons, the Endless Journey never appears in book format. Long ago, the Temple of the Stars ordained that the Endless Journey could only be properly inscribed in the margins and backside of a Journeyman's largest navigational map. No one remembers when this ordinance was passed or who the Journeyman was that made the rule. One thing is certain; it was an ancient enough belief that no one (not even the oldest elves) remembers an Endless Journey appearing anywhere but on a map.

The Endless Journey teaches that excursions, even hard ones, should be enjoyed and not seen as work. The voyage itself should be planned and welcomed as much as reaching the destination. It also gives instructions on reading the stars and using them to find direction.

A more serious portion discusses the evils of banditry and piracy, imploring all followers as well as Journeymen to rise against such abominations. It derides any restriction on movement, including the feudal system, servitude, road tolls and any cause to fear travel (especially monsters).

Inscribed by Journeymen from one map to another, Endless Journey is never available for sale. It can only be obtained as a gift.

ENLIGHTENMENT (THE FRATERNAL ORDER OF APTITUDE)

Enlightenment is always a gray tome with pages of real paper. Its sheets are uniform in size and the binding is exceptionally sturdy. The cover invariably depicts the Mule's symbol (a triangle within a circle within a square).

This dynamic canon is constantly changing, always adding more organization and greater detail. The changes occur in an orderly fashion, however. Once per year, proposed changes are drafted, debated, then decided on by the Grand Professor. Enlightenment's chapters are numbered, each page is numbered, and the entire canon is thoroughly indexed and cross-referenced.

For those only passingly familiar with the Order, it may seem strange that Enlightenment is devoid of discussions of mathematics or the sciences. But on further examination, it makes complete sense: Enlightenment teaches the fundamental building blocks for study of math and science. Its chapters cover topics such as the basics of study for students, proper instruction techniques and advice for teachers, fundamentals of logic, ways to increase reasoning power and learning capacity, procedures for properly conducting research and experimentation, creative methods of problem solving, etc.

Meditation has a prominent place in the faith's teachings and Enlightenment urges it as the solution to many problems. The canon's endorsement of good record keeping is often interpreted as a request to keep a journal, which many sincere followers do. Followers are not allowed to beat a mule in order to make it move somewhere; according to the faith, the mule is probably pondering a problem too difficult for its impatient owner to comprehend.

Enlightenment is available at virtually any library or university. While non-followers disregard the emphasis on meditation, all students appreciate its collection of mathematical tables and scientific formulae (included as references, but not explicitly discussed within the tome). It costs 55 gp.

THE EPIPHANIES (THE ORDER OF THOUGHT)

This neat and orderly book has square covers of plain black or brown leather, plain block writing and no art to break up its text.

While its physical impression is one of order and reason, the text rambles from one story to another. Endless parables and anecdotes drone on and on, and some of the stories are clearly retellings of previous chapters. Each of the nine Epiphanies reads like an old man's rambling, with little regard to continuity or form. Deep within the words, however, the reader can find powerful elements of wisdom. Careful, insightful readers will recognize an overall order arising out of the apparent rambling. On some second level the text reaches a higher order that is not apparent without great wisdom (and even multiple readings).

On the surface, the Epiphanies sometimes seem to contradict themselves, but a deeper reading by a knowledgeable and wise reader reveals that this is not the case. The Epiphanies all share certain messages: life is good, because living grants experience, and experience begets wisdom; respect your elders; take nothing for granted. At least one posits that even a selfish pursuit of wisdom (seeking lichdom, in the example given) is not a wrong thing to do. Worshipers are encouraged to consider all options before pursuing a course of action. The book is not entirely academic exercise: wisdom is considered a means to an end. The Epiphanies' clearest exhortation is that the wise person is happy with his life if he has made choices that provide for the best life possible.

The Epiphanies are not common, but they can be found in large cities for 40 gp. Their temples always have one or two copies for sale.

EVERY CLOUD (CHURCH OF EVERLASTING HOPE)

In keeping with its name, Every Cloud bears a stormy gray cover, but the corners and spine are pure silver. The frontispiece usually bears a few scattered clouds ineffectively concealing a brilliant sun. Other interior art includes positive contrasting images: an oasis in the desert, a glimmer of gold resting on the sieve of a pan, or a bright candle in a dark room. Rainbows are ubiquitous.

The book's chapters include fourteen Disasters (or Troubles as they are commonly called); each followed by a Deliverance. The Disasters describe potentially bad situations ranging from parents with troublesome children to farmers maimed in an accident. Most Deliverances include mental means for coping with these problems or the physical means of overcoming or healing them. Two Deliverances teach how showing mercy brings reward (one Deliverance has a figurative reward and the other has an actual reward). The 10th Disaster includes the semi-mythical story about a man whose friends all had problems with unfaithful wives, money or their peers. His efforts to help them form the backbone of the faith's clerical dogma. This original Hope Master is credited with writing the last four Disasters and Deliverances.

Commendable acts include lending support where needed. Followers can count donations given directly to the poor against their tithes as long as "the poor" are strangers to them. Clerics are forbidden from harming the helpless, even in accordance with the law. Thus, they never become executioners or make coup de grace attacks against enemies. Despair is a heresy, and clerics must atone if they are subjected to the *emotion (despair)* spell or similar effects.

Every Cloud costs 35 gp with silver chasing and cover decoration, and is found in large cities and small towns alike. Its usefulness when confronting adversity makes it very popular.

Final Word (the Congregation of the Dead)

This book usually has a soft, worn cover of leather or vellum that contains many translucent pages. Each page has writing only on one side, the left. On each right facing is an image of a dead body, undead creature, or other scene of carnage. Each book's art is unique, so a Final Word can be identified by its owner or connected with its owner by a careful observer.

The book's chapters, called Lives, each describe the level of undeath a cleric can earn by harvesting the souls of others. While few quantitative references are given, commentary seems to imply that it takes over 10,000 slayings to earn the coveted state of lichdom. The initial chapter, Death, actually describes mortal life, which Final Word likens to not yet being born (with ascension to undeath being a mortal's true birth).

The faith prohibits resurrection or raising in any way. Curiously, committing murder on one of the faith's unholy days (aside from a ritual sacrifice as part of the ceremony) is forbidden. There are no restrictions against killing a follower or even cleric of the faith, but since high-ranking clerics are difficult to kill, internecine conflict among them tends to involve more deceit and sabotage than actual bloodshed. Clerics wear a knotted cord on their belts that indicate the number of lives they have claimed.

Final Word is usually outlawed, but since it describes the powers and special qualities of a wide variety of undead creatures, it is considered a useful source of knowledge. Necromancers, good clerics and sages might hoard it despite the prohibition. It costs 45 gp.

The Fortunes (The Inevitable Order of Time)

The Fortunes is a tall, wide book of relatively few pages. Its cover is usually silver colored, and expensive copies are plated in silver. The tall pages are bereft of art after the frontispiece. Tradition forbids such vanities as credit for the scribe who copies it, or anything other than strict content.

The canon contains 16 Dreams and 4 Omens. The Dreams describe the dreams of an unidentified person and her attempts to interpret the dreams as prophecies. Her initial attempts are vague and inaccurate, but by the fourth dream (called The Revelation), her clarity of vision and interpretation improves to miraculous levels. Each of the Omens is a sighting of everyday objects in slightly unnatural circumstances, followed by the author's interpretation and subsequent verification.

The Fortunes teaches that each mortal should willingly accept the fate he is given by the gods. Mortals should work toward their destinies and not stray. The trick for each mortal is to figure out his own destiny, and the best way to do this is through counsel from one with the vision.

Another major thematic element of the Fortunes is time. Time, says Fortunes, is a scarce and exceedingly valuable commodity. Unique among valuables, it continually increases in value. Thus, only a fool wastes time, while a wise man uses every moment to fulfil his destiny.

The priesthood claims that the ability to interpret dreams is a gift given to all creatures in different measure, while the ability to see the future in everyday objects is a true sign of prophecy. Followers are urged to follow their intuition, even if it goes against logic and reason. Disagreements within the faith are welcome as long as they are civil, and personal interpretation of all things, including the canon, is permitted.

Few copies of the canon are available, although those troubled by their dreams seek them out for reassurance. It is less uncommon in Ohzvinmish and western Ahznomahn than in other parts of the world. The canon costs 30 gp for the plain version or up to 100 gp if the cover includes real silver.

Fundamentals (Assembly of the Four Corners)

The Keepers of the Four Corners boast that their basic canon is the most light-hearted, practical and accessible of all holy books. The four chapters are printed on different types of paper, each with separate watermarks and borders. A rather wordy introduction, greater in length than the four chapters combined, precedes the four colored sections. By contrast, the introduction bears no special coloration or watermark. The binding is typically leather or wood.

The four chapters (called "Elements") of Fundamentals explain the four elements, why each is important to life and why they are holy. The introduction contains the rest of the general information on the faith. It defines the functions, dress and rituals of the clergy and contains anecdotes about saints and famous clerics, often in humorous or embarrassing situations. It also lists violations and punishments for the crime in question (drowning for piracy, burning for arson, etc.).

Once clerics choose a particular cult, they receive another canon that deals specifically with their chosen path. Obviously there are four of these. They are not available outside the clergy and clerics of any cult will kill to get such a book back. These books are far more solemn than Fundamentals.

Fundamentals is prevalent in rural settings, often found for sale in unusual places, such as the local tanner's or fletcher's shop. Somewhat rarer in cities, the book is more often passed around among friends than bought and sold. It sells for 35 gp.

The Gift of Passion (Order of the Passionate One)

The Laugher's chief holy book is a meager tome, though typically with elaborate borders. The cover normally mirrors the inside, with a grapevine border whose lush fruits hang heavily. There are literally thousands of slightly different versions of this text, as each transcriber introduces new errors, omissions or additions. Still, each contains chapters called Vintages, though the number varies.

The Vintages showcase different means of celebration, including Wine and Song as the two most prominent. They are also the longest chapters, usually about two dozen pages each. The entire work seems to be originally based on the writing of a single author, supposedly written in a drunken stupor. The sentences run on, the spelling is inconsistent, and some entire pages make no sense whatsoever.

The Vintages support the faith's belief in living a slightly hedonistic lifestyle, but not necessarily at the expense of others. Drinking wine or other alcohol brings the worshiper closer to his god. It is a wise man that can make others laugh (but puns show a superficial cleverness and should be avoided).

The Gift of Passion is commonly available for the cost of 30 gp.

The Home (The Home Foundation):

The Home contains no pictures of animals or people. Its only designs are simple geometric patterns used sparingly to break up longer texts. Its few pages contain clear print on faint lines.

The Home has no apparent order. Instead of organized chapters, it contains essays, parables and vignettes. The pieces have been carefully selected by a cleric of great skill (and no doubt inspired by the Holy Mother) so that when read in order, they paint a beautiful and clear image of the faith's beliefs. The cleric wrote the pieces in a simple, clear manner, making this canon one of the easiest to read.

Forbidden acts mentioned in The Home include adultery, the mistreatment of children and laziness. The Holy Mother's canon strongly discourages divorce, lewd behavior and selfishness. Clerics are encouraged to have large families, to make no distinction between natural and adopted children, and to work hard to support their families.

The faith monitors prices for The Home to ensure that it is available, but that the scribes who copy it earn enough for their families. It costs 35 gp and is available at any temple of the faith.

Ill Wind (House of Knives)

Ill Wind appears as a smallish, black leather-bound book. Most copies have either an embossed symbol of the Seller of Souls in the center, a pattern of scorpions crawling along the sides or both. Red dye colors the page edges. Images also appear in red ink, outlined or shaded with black.

The book is a lawbreaker's dream: it includes procedures for fraud of all kinds, ways to escape detection and identification and methods of surreptitious following and trailing. Readers can find ways to dispose of murder victims, notes on successful eavesdropping and effective blackmail techniques. Ill Wind details particularly important techniques, weapons and poisons both in prose and pictorially.

Teachings include patience, timing and symbolism in revenge. Revenge may take many forms outside of murder (especially when dealing with followers and the Veiled Priesthood). Ill Wind hallows any method of vengeance, such as extortion, blackmail, theft, pain, maiming, damage to property, honor, reputation, friendships, etc.

Ill Wind celebrates murder of all kinds, but thinks little of warfare and mass destruction. Killing is an intimate matter and should be done in person, albeit stoically and methodically. The Unseen One respects most murder committed for revenge and his favorite of all is such an act done by one of good alignment.

Because of its instructional nature regarding poisons and their antidotes, assassins, alchemists and even healers search out this manual. Ill Winds' tutorials on law breaking make this book an excellent resource for rogues of all kinds and even rangers. Unfortunately, members of The Veiled Priesthood never part with it and actively seek to destroy any known holders that are not worshipers of the Silent Slayer. Because of all this, this book is among the priciest canons. If it can be found, it will most likely be in a city and the price will be commensurate to the risk to the seller. In no case would it be sold for less than 125 gp.

Indescribable Horrors (Temple of Sleepless Nights)

Indescribable Horrors comes in all shapes and sizes. Covers tend to be adorned with engravings or embossing of shrunken heads and other grotesque imagery. The pages themselves vary in type, quantity and size.

A cleric of the Prince of Terror, deep in thought.

Illustrated versions show fearful subject matter and various plants and herbs.

Indescribable Horrors (or often simply "Horrors") appears in so many formats and with such different content that it is almost not a canon at all. In fact, the title itself often differs from book to book (Indescribable Horrors is the most common). Its chapters are called Terrors, Dreads, Shivers and the like, depending on the author or transcriber.

The book itself, while quite random, somehow entices the reader further and further. The descriptive prose ranges from the macabre to the downright harrowing. Nightmares are virtually guaranteed to reign down upon anyone merely perusing the text, let alone studying it.

The one constant topic (though it varies in description and methodology) is the War of Intangibles. Horrors makes it clear that it is the duty of the Temple of Sleepless Nights and all its followers to advance the waging of this war. Other topics include the art of shrinking heads and other body parts, mummification, tattooing and cruel methods of disfiguration. Indescribable Horrors teaches psychology for use on sacrifices, creation, effects and suggested uses for an impressive number of hallucinogens, tips for effective illusion-based arcane magic and the formulae for creating the Fellowship's magically hued robes.

This manual, depending on content, can be quite useful to healers because of its medicinal component. Wizards, especially illusionists, find the magic descriptions informative, if not brilliant. The Temple of Sleepless Nights makes this book readily available, although not always directly, for a mere 25 gp.

Innocent Pleasures (House of Vice)

Innocent Pleasures has peaceful, placid drawings in cool earth tones on its cover. The Pleasures is a colorful book replete with drawings and diagrams on the pages, in the margins and inside the covers. A brief thumb-through reveals playing children, proud mothers and happy families relaxing, lounging and enjoying life.

The canon includes a dozen large Legends, broken up by brief Parables. A thorough read of the chapters slowly dispels the illusion of innocence. The first few Parables discuss the simple pleasure of a break from the toils of labor and the importance of rest. From there the Parables move into discussions regarding feasting and drinking to excess, lounging about while others toil, sleeping long hours, the inherent lack of urgency for all tasks regardless of any seeming import, etc. The middle legends touch on the beauty and wonder of physical enjoyment of the flesh, nudity, wanton lust and other earthly desires.

The final four Legends reach a crescendo as they advise the reader to utilize other sentient beings for personal pleasure with the thoroughness of a savage utilizing the carcass of a large animal. Perversions of all kinds are described in lurid detail and in such a way as to make them seem commendable, humorous or prestigious.

Little in the way of specific behavior is encouraged; the reader is given free will as to which activities he may engage in, although the Pleasures presents gluttony, sloth and lust as enviable and indeed admirable traits. Prohibitions include repression of desires, moderation, and saving money or resources for the future.

The Pleasures is widely available at brothels and temples of the Vicelord. It costs a mere 25 gp.

Invisible Lives (Imposters)

Invisible Lives is itself a deceitful book. First, its actual title is never on the cover. Instead, an innocuous or misleading title (such as that of another canon) appears and the text inside reinforces the illusion (though careful study might find that a few of the parables offered involve the victor gaining an advantage or edge through deception, trickery or outright lying). The real text hides in code or invisible ink to appear only to those who know its secrets.

Organization in the canon's actual text is haphazard. In fact, no two copies seem to be precisely the same and most vary dramatically in content, though the themes seem generally consistent. Invisible Lives includes a number of Cons, Games and Marks. One Shaving (as in coin shaving) typically makes up two pages, and seems to be a recent addition. A final section, Myth, gives suggestions for safe copying and distribution of the canon.

Those wishing to go undetected will find this book useful. Invisible Lives typically contains ideas for believable identities of all kinds, including very viable cover stories. It also usually describes techniques for hiding, moving about undetected, and has pages and pages of descriptions on donning disguises. Invisible Lives also has advice for assuming the identity of others, including where and how to find key information about individuals to be imitated. There is almost always a particularly good section on other religions and where and how to acquire their canons!

Allowing Invisible Lives to fall into the hands of others is encouraged, as long as those others do not know how to read it. Teaching the secrets of its contents to others is punished by robbing the violator of all of his property and turning him out on the street. If he survives and prospers again with his cunning, the church may forgive him. Being captured and convicted of a crime is a minor or moderate offense, only because it implies that the criminal did not plan the crime well enough.

Because of its hidden nature and variable content, this book sells for inconsistent prices among those who do not know its secrets. Those who are aware sell it for 50-100 gold pieces (depending on content), or as much as they can make.

Judgment (The Courts of Justice)

Judgment might be the thickest canon. Thick black covers of wood typically bind the book, with sturdy leather straps keeping it closed.

First-time readers might expect a bland, joyless book of punishments or images of grotesque executions. Instead, the stern canon of The True contains a surprisingly colorful palette of images. A large segment of it is devoted to laws and punishments, but it also contains exhortations to live righteously, comply with laws and tell the truth.

Worshipers may not attempt to escape a prison if they were justly jailed, and may not free a justly jailed person. When a person is executed as punishment for a crime they have committed and for which they have been tried, a Truthseeker says, "The Blind One sees. He has spoken." Vigilantism or justice without a trial is a profound heresy that the faith strives to stamp out at great cost.

Nearly every city contains copies of Judgment for sale, either in a temple or shrine of The True, or in the home of the principal dispenser of justice. It costs 55 gp.

Keystones (The Founder's Creation)

Physically, Keystones is a heavy, thick book. It includes illustrations of people, places and buildings, with primary emphasis on the structures.

The first half, Foundations covers basic societal issues, the natural order of things and jurisprudence from the perspective of the citizen. It emphasizes that following the letter of the law is of utmost importance and only proper channels should be used to modify the laws (but in no case should they be modified on a case by case basis). Foundations also covers the use of buildings, their maintenance and housekeeping tips. Several societal customs, such as knocking on the door before entering even a vacant home (a custom of northern Ohzvinmish) trace their beginnings to teachings in Keystones.

The other half, Structures, contains plans for buildings, drainage systems and the like, but the tone is different. It describes proper city planning and meshing of multiple buildings for optimal ascetic and utilitarian effect. It appears to be more of an architectural manual than a religious text. While building style and technique can improve and evolve (and such is the natural order of things), the fundamentals behind the buildings remain: a solid foundation, cooperation among team members, solid planning, sound construction site, etc. Interpretation of these chapters states that current building efforts should follow their tradition, but because of the ancient's limited architectural knowledge at the time, modern knowledge should replace it where pertinent.

Keystones states that the individual is a single building block in a society and one component of "The Order of Life", and that only cooperation and dedication to the whole makes society great. Hence, their dedication to upholding the law, the creation of public works and devotion to their society's government.

Destruction of a building is a serious, sad task that a cleric must supervise. Wanton destruction of homes or shops violates the faith's tenets, and pyromaniac adventurers have earned their wrath for overzealous use of destructive devices or magic.

The canon costs 40 gp and the Founder's temples typically have two or three available for sale at any one time. They gladly offer it to any member or even the casual worshiper, but their faith forbids its sale to a convicted criminal; it must be freely given, along with a stern lecture.

Laws of Nature (Conventicle of the Great Tree)

The Brotherhood's canon is a thick, usually ragged work in vellum. The priesthood has never been concerned overmuch with the quality of the book, as long as its contents are intact and its pages well-read. Many copies are unbound.

The chapters number sixteen and bear titles such as Tooth, Claw, Sting, Root and River. It is packed with information about animals and plants. It contains basic facts relevant to surviving in the wild, avoiding poisonous plants, finding safe water, etc. Details about the priesthood are sparse and scattered throughout the book, leaving much open to speculation and argument. Conversely, it leads many to believe that the Bear does not believe in clerics, and that people should worship him directly and in their own way.

Brothers sell Laws of Nature without restriction, seeing its sale as a way to generate funds for their faith (or for themselves). When not busy with other tasks, a Brother often scribbles away at a new copy for the next interested person. Laws of Nature costs 30 gp.

THE LEDGER (PARISH OF THE PROLIFIC COIN)

The Ledger has sturdy teak covers, completely wrapped in leather. It is a physically durable tome written on heavy paper and protected by high-quality binding. The cover shows a highly stylized image of two men, one handing a bag of coins to the other.

The chapters are called Journals, and they number 13, one for each month. They are further divided into Entries, each originally representing one day of sales. This division of pages broke down some time ago, however, as multiple writers failed to follow the established format.

The majority of the Journals discuss the best business practices, negotiating techniques and strategies, sophisticated accounting principles, marketing techniques and other commerce-related topics. One Journal discusses various types of money (from barter to representative symbols to hard coin and minting). The tenth Journal, Harvest, discusses the value of greed. It teaches that without greed and the desire to accumulate more and more wealth, one can never attain perfection. Greed and the desire for material wealth hone one's desire and abilities. The competition of commerce raises all participants by providing harsh lessons of loss to the weak and rewarding the clever and stalwart.

The Ledger assigns numerical values to sins and good deeds. It urges worshipers to keep minutes of their deeds and attempt to strike a balance. Adhering too closely to good or evil earns distrust from the other ethos. Grievous sins against the faith include short-changing good customers, defaulting on a loan, counterfeiting and lying on paperwork to avoid paying taxes (although avoiding taxes by legal manipulation, including lobbying to change laws in one's favor, is encouraged as a sign of cleverness).

The Ledger is widely available, especially in Ahznomahn, Zoa and other major ports. It costs 25 gp.

LET THE RAGE TAKE YOU (THE WAY OF THE BERSERK)

Different copies of this book bear little resemblance to one another. Typical features include very large lettering, drawings of liberal death and destruction, and red-bordered pages. Sloppy print is the norm. Because of the nature of its owners, copies in good condition are hard to find (and many copies even sport blood, punctures, slash marks or other scars).

The informative and instructional text is limited to a few short Furies, while some Chants give readers a selection of battle cries, chants, oaths and prayers to recite during a battle. None of the chapters is very long, making this one of the skimpiest canons.

Let the Rage Take You encourages worshipers to be belligerent and to fight whenever possible. Fighting is the ultimate separator of the weak and the strong; the weak suffer eternally, while the strong are rewarded in the afterlife. Combat and random battles are considered a tribute to the Battle Rager. Harnessing your fury into a violent and powerful crushing attack is the way to victory, while finesse and discipline lead only to pulverization. Complicated tactics in battle and planned warfare are the recourse of the fearful and the weak; the strong, brave and courageous fight whenever they feel the need.

The faithful can find Let the Rage Take You, but they have to search for it. Few copies exist in large cities. It costs 25 gp.

LIBERATION (THE FACE OF THE FREE)

This book of bleached parchment and pure white cover bears gold (or at least copper) writing in bold print on the cover. The interior print is glossy black ink and each page has an elaborate border.

Liberation has no divisions. It has no chapters and even its paragraphs seem randomly chosen. The canon includes detailed geographical maps every few pages, including at least two that are unidentified.

Despite the odd structure, the book is a wonderful read. Heroic characters combat foul slavers and evil despots. Captivating stories dovetail into one another. Casual browsers find themselves almost magically compelled to read further. A truly gifted writer is responsible for the book, whoever it may be.

Direct orders from the Guardian are few, but certain themes are constant in the stories. Happiness is the key to life and it is obtained through freedom and liberty. Slavers deserve death. Tyrants are to be overthrown. Mind flayers are despicable creatures that should be utterly annihilated. Arranged marriages are travesties that good people avoid. Punishment should be swift and decisive; long prison sentences are a sign of a weak and evil ruler.

Liberation is kept in many homes, especially those of freemen, and often hidden beneath the cots of slaves. It sells for 50 gp and is available in nearly any marketplace or large library.

BOOK OF ENDLESS NIGHT (CHURCH OF ENDLESS NIGHT)

Traditionally written in silver ink on black pages, the Book of Endless Night is a relatively lightweight book that celebrates the deepest time of night. Superficially a beautiful work of art, this canon describes vicious sacrifices, dire chants and appeals to devils.

Book of Endless Night is divided into three sections, each written by a different saint of the faith. The first, Daylight, explains the workings of opposed faiths, especially the Assembly of Light. It describes a host of reasons for avoiding daylight, citing mind-subduing rays from the sun, the inability to hide from your enemies and the excessive heat of the summer. The second chapter, Twilight, explains that the times of dusk and dawn are better than day, but not as good as night (their biggest advantage being the lack of moons and minimal sun). Twilight is the shortest section, at only a few pages in length. Night, the final chapter, comprises two-thirds of the book and contains the evil passages celebrating the Blacksoul and prophesying his ascension to the earth when the faith extinguishes all light on the surface.

The faith's clerics may not use the spell *continual flame*. Worshipers must not use torches, candles or lamps during the night of an eclipse. If necessary, they may use special covered lanterns that emit an eerie red light. The faith prohibits the killing of a raven or a bat. Killing a raven brings a fine of a goat, a lamb or a sheep; killing a bat costs either a large farm animal (such as a cow or an ox) or an equal amount in grain.

The Book of Endless Night is not hard to find in most nations, but since possession of it might be illegal, the cost is relatively high. It can be found for 80 gp.

LONGINGS (THE COURTS OF INEQUITY)

Longings is a chalky black book with black pages and white ink. Images are few, but their spectacle makes up for their scarcity. The only drawings are lavishly detailed and colored images of the Queen of Inequity in resplendent garb.

Four sections, known as "Spites", divide Longings. The first, named "Entitled", describes the faith's clerical order, its titles, ceremonies, unholy days, duties and other clerical concerns. Followers concern themselves more with the other three Spites. They describe the role of the faithful ("Deserved"), the undeserving ("Unworthy") and the victim ("Once Owned"), respectively.

Together the four Spites classify every sentient being. The Entitled are the Covetous Ones, entitled to everything the world has to offer, yet nothing the Jealous Eye desires for herself (which, ironically enough, is everything). The Deserved are the followers of the Queen of Inequity; they deserve the best, but are not necessarily entitled to it as are the Entitled. The Unworthy are those that have anything that the Covetous Ones or their followers may desire. Finally, the Once Owned are the victims that have lost something unjustly. Note that individuals may fall into different categories at various times and under various circumstances.

The canon, while clearly advocating evil and harming innocents, is full of contrast. It shuns larceny but encourages fraud. It extols the benefits of rendering free services to the government as long as such free services will bring a Covetous One or trusted follower closer to a decision-making position that can decide the fate of others. Longings even exhibits clever irony in its creative use of the law as a weapon against the innocent.

The faithful are expected to know the law under which their nation operates. Having a conviction in your past is not a black mark if you can prove that you gave better than you received in the exchange. Prison escape is considered crude and is explicitly forbidden. Instead, the faithful should bribe or trick captors into letting them go.

Longings is illegal in Pel Brolenon and the Theocracy of Slen. It is not freely available for anyone except royalty in most other places. When it can be found, it sells for 70 gp.

NEW PATHS (WATCHERS)

New Paths, befitting a seasoned traveler's needs, is a meager book that the faithful can carry comfortably for long wanderings. Most copies are less than eight inches tall, and the well-worn copies owned by high-level clerics might be even smaller. The cover is sealskin or leather and wrapped to protect it from harsh weather.

New Paths is a relatively thin book, consisting of only six Roads of no more than 30 pages each. It addresses topics such as asking for lodging, taking lodging surreptitiously when denied, avoiding seasickness and keeping natural predators at bay. A full page is devoted to keeping the canon itself safe from rain, snow and vermin.

New Paths teaches the wisdom of observation on the one hand and life experience on the other. New places and cultures should be observed and studied from afar. Only after careful scrutiny should the Watcher attempt to learn from the person, work on a new profession, etc. A final portion discusses the joy of random meandering and contrasts it to the humdrum boredom and foolishly narrow-minded effort involved in purposeful journeying from one location to another.

Followers are prohibited from staying at any location for over three days, and may not consort with any one person longer than five days (except in an effort to recruit the individual). Even adventuring followers tend to avoid staying in a dungeon or other location longer than their faith allows. Storms and bad weather relax requirements somewhat because windy days are held holy (when loneliness and solitude supplant wandering).

Since the Watchers are so often alone, they are expected to be self-reliant. This emphasis on independence makes the faith very popular. Merchants are common worshipers, as are soldiers, sailors, hunters and nomads. Clerics are urged against magical research or other "vanity" that takes time away from their roaming, except in dire need. Clerics are also encouraged to leave Roads or even entire canons in places frequented by travelers, such as inns or oases.

New Paths is common in all well-traveled areas for 40 gp.

ONE ARROW (TEMPLE OF THE PATIENT ARROW)

The cover of One Arrow is a simple bone-white shade with a single golden arrow on the front. In finer versions, the arrow is real gold inlay, but most copies use silver or electrum. The book's pages are a very pale green and the dark brown ink used appears black in all but full daylight.

Each of One Arrow's seven chapters is called a Flight. The Flights describe the lives of historical characters in the faith's history. Each such charter spent a brief and very memorable lifetime in the Sovereign Lands. The biographical information is peppered with commentary about the goodness or evil of the person's actions, often alternating between harsh admonition and glowing praise.

Followers are urged to live vigorous lives, not to fear failure, and to never pass up an opportunity they might regret. People who try something and fail are still accounted heroes for the attempt. Waste of resources is considered a sin, and gluttony is a great evil. On the other hand, generosity is an admirable trait. The seeming dichotomy of preaching patience while teaching boldness in life is a major theological point for the faith's academics. Followers are prohibited from killing hawks.

One Arrow is widely read for its larger-than-life stories, with many casual readers bypassing the dogmatic parts of the canon in favor of the biographies. It is available in nearly any city, especially in the Wild Lands and Young Kingdoms, for 40 gp.

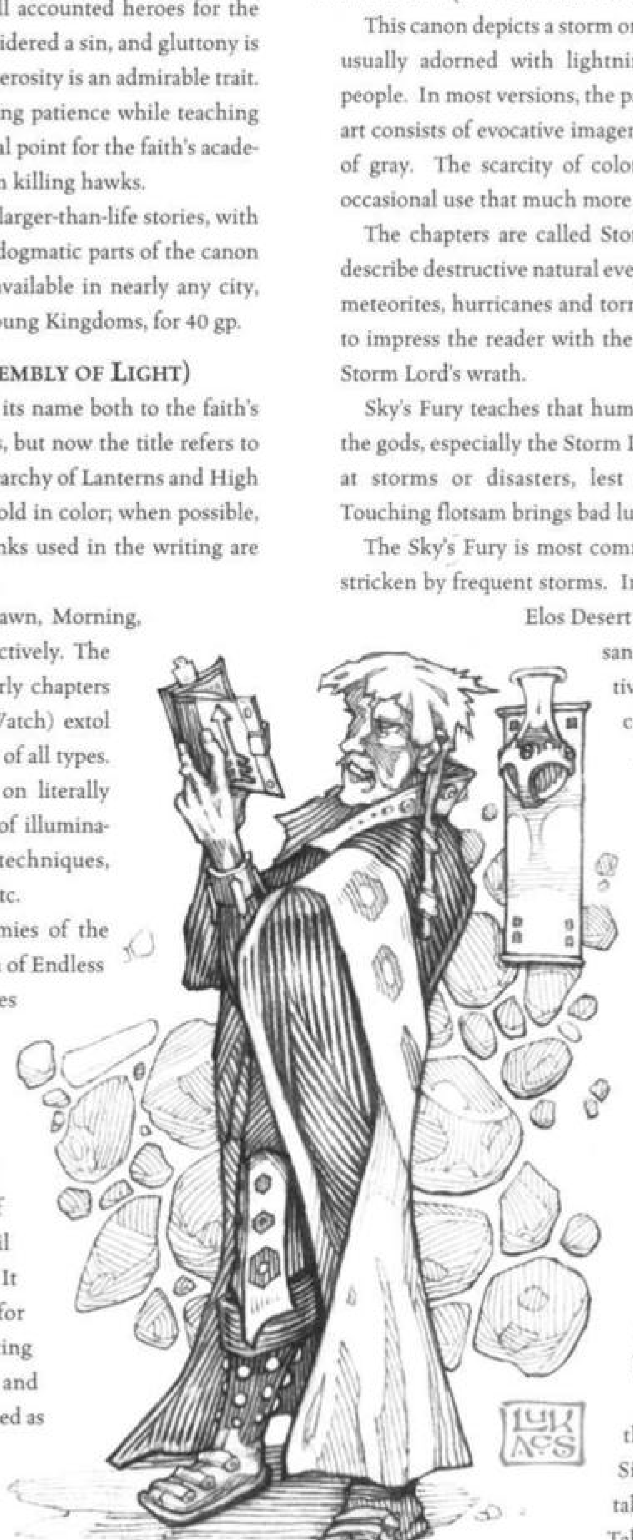
THE RADIANT ORDER (THE ASSEMBLY OF LIGHT)

The Radiant Order once applied its name both to the faith's canon and its assembly of members, but now the title refers to the canon and the faith's ruling hierarchy of Lanterns and High Lanterns. The cover is a brilliant gold in color; when possible, an actual gilt cover is used. The inks used in the writing are vibrant dyes of gold, green and red.

Chapters are called Watches (Dawn, Morning, Day, Evening, Dusk and Dark, respectively. The latter is the most famous). The early chapters (Dawn Watch through Evening Watch) extol the virtues of the sun, day and light of all types. The Evening Watch gives details on literally hundreds of methods and devices of illumination, including quick lighting techniques, illumination radii, burn durations, etc.

Dusk Watch describes the enemies of the faith, including undead, the Church of Endless Night and evil underground races such as shadow elves and dark dwarves. The final chapter, Dark Watch calls for endless war upon each and every one of these foes. It includes detailed descriptions of the strengths and weaknesses of undead creatures and the other evil enemies of the Eternal Lantern. It goes on to describe methods for battling them, hymns for supporting the courage of those in battle, and colorful exclamations (now often used as curses or oaths).

Clerics and followers are prohibited from seeking to become undead. Worshipers must take steps to prevent the spread of undead—including notifying a cleric if they hear rumors of undead or see signs of their presence. Parables told by the clerics equate sleeping past dawn with evil.



The Radiant Order is available throughout Tellene, but its cost is steep because of the high cost of its colorful inks. It costs 60 gp.

SKY'S FURY (THE THUNDERER'S TEMPLE)

This canon depicts a storm or a dark, cloudy sky on the cover, usually adorned with lightning bolts striking buildings or people. In most versions, the pages are a very faint gray and the art consists of evocative imagery using black, white and shades of gray. The scarcity of color in the illustrations makes its occasional use that much more powerful.

The chapters are called Storms; there are 19. The Storms describe destructive natural events, including landslides, floods, meteorites, hurricanes and tornadoes. Their focus seems to be to impress the reader with the inability of mortals to defy the Storm Lord's wrath.

Sky's Fury teaches that humans are subject to the whims of the gods, especially the Storm Lord. Worshipers may not curse at storms or disasters, lest they increase in magnitude. Touching flotsam brings bad luck.

The Sky's Fury is most common along coasts or other areas stricken by frequent storms. Inland, it is most common in the Elos Desert and the Drhokker Plains, where sandstorms and tornadoes (respectively) threaten the inhabitants. It costs 25 gp.

THE STONE TABLETS (HOUSE OF SCORN)

The Stone Tablets are no longer stone, but the text from the original Stone Tablets has been collected in the form of sixteen scrolls that describe the faith of the Emperor of Scorn. Clerics tend to try to make their copies resemble stone, using gray parchment with large, blocky letters and print on only one side of the paper, with the whole rolled into a single thick scroll. Lay followers use conventional books with unadorned covers.

The Tablets are referred to by their numbers, from One to Sixteen, although each might take up several pages in reality. Tablets One through Twelve are meant for followers, while the last four Tablets define hierarchy and administrative demands. These Tablets differ somewhat by region and race of the owning Purgers. A different hand clearly wrote each. Scholars attribute them not to the original Stone Tablets, but to various High Purgers such as Savlan the Senior, the faith's leader in the third century IR and builder of the current House of Scorn in Dalen.

The Tablets contain biased anecdotes that attempt to inflame passions, pseudo-science that implies that others are inferior to the reader (regardless of the reader's race), and quotes from famous saints of several religions that, taken alone, indicate a distaste for other races. Clever wording and addressing the reader directly allows for multiple interpretations, all of them hostile. Teachings include the importance of spreading Hatemonger's word among friends, neighbors and associates of similar background as the reader.

The Tablets cost 30 gp for the lay version with only the first dozen chapters. A full version with the clerical information costs 70 gp, while an elaborate stone rendering in the tradition of the originals might cost 250 gp. The faith allows unrestricted sale of the lay version, but it disallows open circulation of Tablets Thirteen through Sixteen.

Subjugation (The House of Shackles)

The Overlord's Canon is a thick black book with silver ink on black pages. The robust script the faith insists on using is difficult to read at times, and the illustrations are subtle images with multi-layered implications. Subjugation is the wordiest canon, requiring considerable commitment for even the most earnest reader.

The canon's difficulty lies in part because it takes the form of a legal document, the longest known. Each of its 12 Articles describes why slavery and rulership are vital and beneficial to the owner or ruler. The final section, Summation, pulls the 12 Articles together and describes the necessity, for the good of all Tellene, that the House of Shackles gains control of the world. The time of arch-Theocracy, known as the New Order, would bring peace, order and prosperity to all.

Hints throughout indicate that there is another, greater authority in existence, one written by the hand of the Overlord himself. This unnamed canon has never been seen and likely does not exist outside of Pel Brolenon, if it exists at all. The purpose of this work, as well as its contents, is shrouded in mystery.

The book's language is flowery, its prose eloquent and powerful, and its contents cerebral in nature. Few actions are prohibited if they can be interpreted as supportive of the faith's ultimate goals. Even eating of horseflesh is not forbidden; while the draft horse is the Overlord's symbol, it symbolizes a subjugated animal with which the owner may do with it as he pleases. Clerics are expected to have a number of slaves commensurate with their rank, although this source of rivalry is tradition rather than direct command. Still, the tradition is strong and a Bringer that fails to keep slaves might find himself demoted or exiled.

While scholars claim Subjugation's essays on rulership provide a monarch with an excellent education, the demand for the book is small. It costs 40 gp and is common only in large cities. It appears elsewhere sporadically.

Swarms (The House of Hunger)

Swarms is a relatively thin book with bold, evocative print and striking images. Its graphics include terrible beasts, vermin and undead. Color is scarce, but the images are no less disturbing for the lack.

Swarms includes seven sections called Dooms. Each section, titled Locusts, Plague, Drought, etc., begins with the description of a thriving city (or island, in one case) and ends with its eventual destruction. The greatest is the final Doom, Famine; the Pestilent Ones leave warnings about their approach from this Doom that observant townsfolk might notice.

Swarms is apocalyptic in its descriptions. The passages include fearsome threats, diabolic plans for defeating foes and cryptic portents of impending and horrible doom for all races and peoples. Teachings include self-deprivation of all kinds, but in particular, readers are to refrain from eating. Staying hungry, both literally and figuratively, honors Cropslayer.

This canon costs 40 gp, and its clerics only part with it for other clerics or for potential converts. Clerics of the Locust Lord will kill to recover a canon held by one who should not own it, preferably with devastating spells such as *creeping doom*.

Sweet Pain (Order of Agony)

The canon of the Flaymaster is an ice blue book with pure white pages that somehow manage to feel dirty. Its binding is electrum, and its cover is without picture, although it almost always bears a raised impression of the Flaymaster's dagger.

The book's contents are recorded in eight thick Torments, all but one a grotesque account of torture or misery. Disturbingly, the accounts are written in the first person, and in the present tense. They also describe the thoughts of the author as he undergoes the torture. These thoughts are said to represent the ideal attitude of the cleric. When an initiate undergoes his week of torture (see the *Kingdoms of Kalamar* core sourcebook, page 217), the senior clerics observe him to see that his mind is traveling down the same path that theirs did.

The final Torment is also an account of torture and misery, but the torture is quite different. Here the writer tells of his barefoot travel through a wind-swept ice field. As he moves along, the wind tears off his clothing, one article at a time. Just as the cold numbs him to the core, the wind gives way to a warming sun that returns feeling to his body. At that instant, the ice gives way and he submerges completely in a frozen mountain lake, shards of ice penetrating his person in every imaginable location.

Clerics are not allowed to use their magic to reduce suffering. Creatures in pain should be left on their own. Clearly, the

Flaymaster has blessed those who survive. Followers are required to make at least one pilgrimage to the Theocracy of Slen. Those who choose to return home are forbidden to support their native government if it opposes the Theocracy (which all do in one way or another).

To Serve (Halls of the Valiant)

To Serve traditionally includes 21 scrolls, each known as a Hero. Within the last two hundred years, the church has collected the scrolls into a single book, but old clerics and rural temples still use the old scrolls.

The Heroes are biographical accounts of different people, some currently revered as saints, and some nearly forgotten. The accounts are almost certainly exaggerated; even zealots have difficulty imagining Saint Nolano, the old halfling (and 3rd Hero) carrying a bear carcass for seventy miles without rest.

The scrolls emphasize manners and etiquette. Certain Heroes also exhibit endless courage and good humor, even in the face of imminent death. The contemporary custom of Searching (a four-year period spent traveling) has been around for centuries and springs from the theme of Heroes going on journeys for the sole purpose of aiding others. Violations include allowing evil to flourish, refusing aid to someone in need, and disgracing the faith. Clerics are strictly forbidden from using missile weapons in combat unless there is no other way to prevent an act of great evil.

To Serve costs 50 gp for a modern version, which is available in temples dedicated to the Knight of the Gods across Tellene. Older copies in scroll form sell for up to 100 gp, and they appear in secluded temples, monasteries and libraries.

Tranquility (Church of the Silver Mist)

Tranquility bears a rich green or blue cover, with pages of pale gray or off-white instead of pure white. Chapter names and titles are written in silver colored ink (or real silver whenever possible), and the cover is usually made of wood with a cloth covering (although types and styles vary considerably). The signature of the scribe that copied it is usually found inside the back cover, and some clerics of the faith value the work of certain scribes more than others due to their neatness or style.

Tranquility is divided into three Dreams of increasing size. The first, Healing Dreams, endorses a healthy amount of sleep and rest in daily life. Future Dreams, the second chapter, covers the topic of prophetic or allegorical dreams and spends a great deal of space on interpreting dreams. The final and most important chapter is Inner Dreams. Inner Dreams, according to the faith, are an individual's hopes and aspirations. The chapter stresses identifying and achieving those dreams.

The initial placement of Healing Dreams leads worshipers to believe the main doctrine of the faith concerns sleeping. This is a slight misconception. Tranquility does encourage getting enough rest, but most Dream Weavers also use it as an analogy. The faithful should pursue their Inner Dreams, while taking time out to rest and review their processes (much as an individual rests at night and dreams about events in the past, present and future). Clerics are urged to refrain from waking a sleeping individual, including attacking a sleeping enemy. Waking a friend who might be in danger is acceptable if the cleric cannot handle or avert the danger.

The canon is readily available in Thygasha and the rest of the Reanaaria Bay area for 60 gp. Elsewhere, it is rarer but still available in temples across the Sovereign Lands.

The Triad (Temple of the Three Strengths)

The Triad actually consists of three books that the Seekers of the Three Strengths speak of as a single work. They are individually narrow, but they form a hefty work when placed together. The Seekers of the Three Strengths point out this feature of the books as an analogy in their sermons.

Powermaster's Triad guides the union of Mind, Body and Spirit, in that order. Each volume advises the worshiper how to use one of the three traits as part of his unified self. The first book advocates knowledge, especially knowledge of a person's trade or craft as opposed to academic knowledge. The second volume includes exercise routines, dietary notes (interpreted as laws by the Seekers) and recipes for healing herbs and medicines. Spirit, the third volume, describes meditation techniques, exotic exercises for developing extraordinary powers (such as those exhibited by monk characters) and bits of wisdom for those seeking guidance through life's troubles.

Worshipers are encouraged to work hard, eat and drink in moderation and avoid dangerous activities that might injure them until they are sufficiently prepared. Obesity is a minor offense for followers, a moderate one for clerics. Laziness is punished by hard work, and bad sportsmanship earns the offender one to three days in a pillory outside of the temple. The creation or use of poison is the worst offense against this faith. Poisoners are captured, imprisoned and starved to death.

The Triad is available in all of its temples. Physically weak people who request a copy of it are judged and asked to perform a task such as lifting a heavy rock, pulling a cart or carrying a sack of grain. The chore assigned is above the capacity of the petitioner, but one that he can learn to do in only a couple of weeks if the petitioner works hard. After completion of the task, the petitioner may purchase a copy for 35 gp. Known followers might be exempt from such assignments at the Seeker's discretion.

True Beauty (Church of the Night's Beauty)

True Beauty might be the oldest canon on Tellene, existing in written form for over 3,000 years, according to the elves of Cilorea (who claim to have that very first written copy). Typically, True Beauty is a silver and black book of radiant simplicity, although it appears in scroll format and even as loose pages. When bound, it is bound in ebony and adorned with silver or mithral, and its modest understatement of design outshines far more elaborate works.

The canon consists of three Moons, each named after one of Tellene's actual Moons. Diadolai, the first, describes the moons, their movement and phases, and their importance to the faith. The detail of astrological information is cumbersome but useful. Pelselond, considered the icon of beauty, attempts to describe beauty, although admits that words alone cannot describe the subject matter. Its primary addition to the faith's dogma is the description of the Ceremony of the Three Moons and the quests to find the magical charms involved with it. Veshemo, the final chapter, integrates these elements and sets forth clerical matters.

True Beauty does not forbid the destruction of works of art, but such destruction must have a valid reason. For example, an artisan may freely destroy his own works in order to avoid sullying his reputation by offering an inferior work. A beautiful object that is dangerous in some way (such as a golem or evil magical item) should usually be destroyed. On holy nights, followers are required to stay awake until after at the final moon is no longer visible

Followers and worshipers can find True Beauty in any city or large town for 60 gp. Clerics refuse to sell it to anyone who does not appear willing to keep it clean and well protected.

THE WAY OF LOVE (PARISH OF LOVE)

Thick felt or velvet covers The Way of Love, usually in a light pastel color. Its pages bear copious illustrations tailored to the tastes of the artist. Pictorials cover erotic art in great detail, but images also represent familial love and non-romantic love. Friendship and the other aspects of The Pure One are present as well.

Seven chapters, called Epics, divide The Way of Love. Each Epic is a love story that describes the main subjects' lives from meeting to death. While no author is credited, scholars believe that at least five of the Epics are the works of different writers, while one writer penned two Epics (Parent-Child and Generations).

Each Epic covers one major aspect of love. They appear roughly in order as the aspect would be encountered in life. The Epics are: Parent-Child (including mother-son, mother-daughter, father-son and father-daughter), Sibling, Familial (covers Aunts, Uncles and cousins), Friendship, Animal (covers pets, mounts and the like; dogs are particularly revered for their unconditional love), Romantic and Generations (grandchild-grandparent relationships). The second longest and most popular is the tale of Romantic Love. Overall, worshipers rate Parent-Child a close second in heartwarming content, and it is the longest of the Epics.

As in other canons, the Way of Love proscribes certain actions and requires others. Anything that prevents a couple in love from being together is evil, although infidelity to a loving spouse is considered evil. The Way of Love encourages married couples to continually renew their romance so that neither of them ever desires another.

The Way of Love is available from any temple to The Pure One as well as in certain of its allied temples, such as the House of Solace, depending on area and inclination of the allied leader(s). It costs 45 gp.

THE WAY OF STRATEGY (ORDER OF THE PIKE)

This solid book is bound with hard wood or bronze and its pages are faintly lined. Most owners further wrap the book in cloth to protect the edges. The cover shows a massive battle scene, while the rear features a single naked sword.

The Old Man's canon is replete with advice on strategy and tactics. Its first chapter explains what follows in the next nine and is written by a different author (a General Narveld, about whom little is known.) The last nine chapters each describe a different military campaign. Though clearly penned by the same author, the technology levels and actual battles described range over a thousand years (the earliest being some kind of skirmish between two unnamed paleolithic tribes) and all across Tellene.

The Way of Strategy describes large and small-scale battles, gives tactics for foot soldiers, cavalry, missile troops, siege machinery, artillery, feints, and all manner of situations, formations and scenarios. It does not address mundane topics such as vestments, rituals or ceremonies. The Order of the Pike created all of these things (with divine guidance, of course). It does, however, stress the importance of training mind and body, teamwork, and discipline.

The Way of Strategy is popular as a military guide for people of all religions and is one of the most commonly found canons. It sells for 50 gp and is available in virtually any community.

THE WORD (THE HALL OF OATHS)

True to the nature of the god it represents, the Word is always faithfully copied. No more than six transcription errors may occur (even if later repaired). Transcribers must destroy the copy, regardless of how far along they may be, once the sixth error befalls their work. Thus, while most religious canons transform slowly and perhaps inadvertently over the centuries, this is not so with The Word. Additions to The Word never occur, but a growing mass of commentaries dwarfs such works for any other religion.

The Word consists of 12 chapters called Oaths. Paladins of all faiths love The Word because its verses clarify a great deal about the conflicts between oaths of fealty given to a feudal lord, a temple and the god. Monarchs also prize it because it encourages compliance with the law and active participation in society.

The Word contains a massive code of ethics, codified and commented upon in great detail. It espouses fairness to all, but stresses that the needs of the many outweigh the needs of the few. One parable describes a town's utter destruction and the loss of 1,000 lives as a welcome sacrifice, because it meant saving the kingdom (and there was no way to save both).

Honor is held most holy. Glory for The Lord on High in and of itself is good. The Word states in no uncertain terms that insults to the Irreproachable One, one's family, The Hall of Oaths, The Keepers of the Word, one's country, one's place of birth, etc. (and in that order) should be dealt with immediately and harshly. Even violence is permissible in this instance, but only if no other method will or seemingly will suffice to rectify one's honor.

Major violations of The Word include lying, deceit (lying through omission of the truth), disloyalty, adultery and oathbreaking. Punishment includes public humiliation for minor offenses and lashings for greater offenses. In extreme cases, an offense calls for expulsion from the faith. Allowing intentional harm to come to The Word as a physical representation of your oath is a minor offense.

The Word costs 40 gp and the book (in Oath 9) requires it to be sold when asked. It also states that the person making the request should pay in coin or other commodity equal in value. The Word is available throughout most of Tellene, except in the Wild Lands, where it is uncommon. Surprisingly, the wealthiest of hobgoblins of Norga-Krangrel consider it a sign of prestige to own a copy and be familiar with it, so The Word is available there as well.

Other Dogmatic Texts

In addition to the canon, many other religious texts abound within each faith. Most religions have one or more texts that either extend the original canon or contain in-depth commentary of the canon. Such texts vary greatly in scope, acceptance and authority.

In addition to these documents, several ancient prophetic tomes exist that for various reasons are considered holy by several religions. Probably the most famous is the Kabataroth. Written by a mad Prophet, it covers literally hundreds of topics, most of them undecipherable. Some scholars have spent their lifetimes studying the Kabataroth with little or no progress. The bits of information that make sense deal with everything from predicting the weather to signs of the Time of the Void to the return of Emperor Thedorus. In reality, each passage could be interpreted in multiple ways, so pragmatic types find little use in the Kabataroth and similar prophetic texts.

Chapter 7
Equipment

"It's not what you pay for it that matters, it's what it'll cost you if you don't have it."
– sales pitch of Mennas Kamarr, Tharggy merchant

This chapter covers many of the mundane and exotic things that characters may want to purchase from the many varied shops, smiths and other sellers of Tellene. All of the standard equipment listed in Chapter 7 of the *Player's Handbook* is also available.

ALCHEMICAL MIXTURES

Azurtallan Salve: Supposedly made in the semi-mythical city of Azurtal, this salve is rare and exotic. The materials to make it exist primarily in deep underground locations and are expensive on the surface.

This ointment is rubbed into the palms to ensure a solid grip. The user gains a +2 circumstance bonus to Climb and Pick Pocket checks. He also makes rolls to resist being disarmed at +2. While the salve remains on the user's hands, Disable Device, Escape Artist and Rope Use checks have a -2 circumstance penalty. One package covers the hands of a single person and lasts for up to an hour before wearing off through use. It resists water, but it can be rubbed off with cloth or an abrasive (such as sand) as a full-round action.

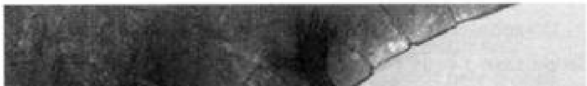
Blackleaf: Blackleaf originated among the halflings who found it convenient for ridding themselves of large trees in fields they wished to farm. From its home in the Young Kingdoms and northern Kalamar, it spread across the continent and across the straits to Svimohzia.

This oily black liquid prevents plants from getting light, food and carbon dioxide, killing them in a matter of days or even hours. A vial splashed on an intelligent plant creature does 1d4 points of damage as a grenade-like missile.

Bolomo: Bolomo's ingredients are common to all alchemical labs, although the College of Alchemy in Bet Kasel produces the best mixture.

This solvent removes adhesives, including the alchemical goo inside a tanglefoot bag. One application of bolomo turns the tanglefoot adhesive into wet slime that is sticky to the touch but easily removed, thus freeing an entangled character almost immediately. Applying bolomo is a full-round action that provokes an attack of opportunity.

Curaxa: Curaxa's origins are unclear. Both elves and dwarves claim to have invented it, as well as several human alchemists. Its first recorded mention was in a human work entitled *Alchemical Secrets of the Highlands*, written in Svimohzish and



A rogue combines azurtallan salve with the ***spider climb*** *spell.*

TABLE 7–1: ALCHEMICAL MIXTURES

ITEM	DC TO MAKE	MARKET PRICE PER MIXTURE
Azurtallan Salve	20	100 gp
Blackleaf	20	10 gp
Bolomo	20	25 gp
Curaxa	25	100 gp
Dragonhide	20	10 gp
Greatsalt	20	20 gp
Lightning Bottle	25	50 gp
Merfolk Musk	20	20 gp
Mooreta	25	15 gp
Neslipine	20	25 gp
Noisemaker	20	20 gp
Smotherblend	20	20 gp
Stinkvine Serum	20	25 gp

published in -49 CM. The tone and context of that work clearly indicate that curaxa more than significantly predated *Alchemical Secrets*.

This thick green mixture corrodes metal, slowly turning it to rust. A single vial, if used carefully, coats two square feet of metal, inflicting 1d4 points of damage to it every ten minutes, for up to an hour. It has no harmful effect on non-ferrous metals or other substances. Humans and other creatures exposed to it suffer a light rash and some itching.

Dragonhide: The Kalamaran Legions developed dragonhide to help their spears and shields resist a barbarian charge. They first employed dragonhide in their campaigns against the Fhokki. While the substance did help, the campaign's failure doomed the mixture to oblivion until the last century, when adventurers discovered its recipe along the Jorakk River and began making great quantities of it for sale to the river merchants.

Dragonhide is a tough coating that gives a wooden item (no larger than a body shield) 5 additional points of hardness. An application protects the item for one week.

Greatsalt: Greatsalt has existed in some form for nearly as long as recorded history, being one of the first alchemical formulae. The ancient Dejy of Dynaj certainly knew its use, and possibly the pre-human civilizations of Tellene did as well. Recent innovations have improved its effectiveness and durability, but never far beyond its ancient capabilities.

Greatsalt is a base agent available in either powder or paste form. Each application renders up to one pint of acid harmless, washing it off of skin or other surfaces. Greatsalt immediately ends continuous damage from normal acid, *Folnester's acid arrow*, or other similar acidic effects.

Lightning Bottle: A lightning bottle is a special vial designed to carry certain liquids. They are used to hold one of several clear or milky liquids that cause blindness on contact. The silky liquid is thinner than water and splashes over a great distance when the bottle is broken. Pressurized bottles enhance the spray by exploding when broken.

When it breaks, a lightning bottle affects all targets within 10 feet. Pressurized bottles affect a 15-foot radius. Creatures in its spray must make a Fortitude save at DC 14 or be blinded for 1d6 rounds.

Merfolk Musk: Merfolk musk comes in a white, grainy powder usually sealed in a ball of wax. When exposed to water, it bubbles furiously for several minutes, causing the water to churn and boil. Intelligent marine creatures call it *lesquiya* and think the term "merfolk musk" silly.

Merfolk musk deters the attack of marine creatures for 3d4 minutes if they fail a Will save (DC 10). Creatures that successfully save are immune to the effect for 24 hours.

Mooreta: Mooreta is a contemporary innovation of the College of Alchemy in Bet Kasel. Seeking to create a neutral base to develop perfumes, an enterprising alchemist developed this formula that removes all scent. Quick to realize its potential, he began selling it through merchants across the Young Kingdoms.

This watery, clear liquid masks odors, increasing the difficulty of tracking creatures by smell when used to cover their tracks. When thrown at a foul-smelling creature, it can aid characters in dealing with the overpowering odor (such as a troglodyte's musk or ghast's stench). A creature that emits a foul odor may make a Fortitude save vs. DC 12 to avoid the mooreta's effects. If effective, the mooreta lasts for 2d4 rounds.

Many alchemists have tried to duplicate the effects of mooreta. They have succeeded to varying degrees. Any mooreta not manufactured at the College of Alchemy will have variable effects (unknown until

An alchemist in his laboratory.

used). Imitation mooreta often approximates the real thing, but the formulation is not exactly correct. Mooreta created outside the College of Alchemy is slightly weaker; victims make a Fortitude save against DC 4 + 2d4 with a +1d4 circumstance bonus.

Neslipine: The Draskan dwarves originally devised a form of neslipine as a lubricant for some of the workings of the valves and pumps in their canals. It remained their secret for hundreds of years, until they were forced out of their ancient home after the Battle of Kadir Ridge.

Neslipine affects an item or an area as the arcane spell *grease*, except that it is not as effective as the magical mixture. Targets who might be affected by stepping onto or grasping a surface coated with neslipine receive a +2 circumstance bonus to their Reflex saves.

Noisemaker: When thrown, key chemicals mix explosively. The noisemaker pops and crackles for 1d6 rounds. The noise gives characters within 30 feet a +4 circumstance bonus to Move Silently checks and makes verbal communication difficult (characters must make an Int check at DC 13 to understand a speaker they could normally hear without difficulty). The noise might also attract curious guards, hungry monsters and/or angry farmers. Lesser noisemakers are common toys for children and their parents across the Young Kingdoms, especially P'Bapar, where they first appeared.

Smotherblend: The elves invented smotherblend as a safe method of extinguishing fires in their wooded homes. They first introduced it to humans and others in their alliance with the Brandobians against the hobgoblin armies, expecting the enemy to use alchemical fire. The smotherblend saved a regiment of archers from exactly that form of attack. Now smotherblend is found across the Sovereign Lands.

Shaking this mixture violently causes it to erupt into a thick white foam that quenches fire on contact. A single vial contains enough to extinguish a five-foot cube of flame. Usually thrown as a grenade-like weapon, it can be applied directly to the fire by an adjacent character as well. Adventurers sometimes use it to extinguish companions who fall victim to fire-based attack. It has no effect if applied to objects or people before ignition.

Stinkvine Serum: Stinkvine is a hazard of the southern jungles, such as the Obakasek and the Vohven. The vine itself is brittle and breaks easily when travelers brush against it. Its sharp and powerful aroma shocks the senses and the lingering odor alerts predators to the presence of prey.

Stinkvine is distilled into a powerful concentration that causes unconscious, sleeping or delirious creatures to come to their senses. Stinkvine causes sleeping or unconscious creatures to awaken. Creatures at 0 hit points automatically awaken. Creatures at less than 0 hp may attempt a Fortitude save at DC 12; if successful, the creature comes to its senses for 1d6 rounds. Note that such creatures gain no hit points (without assistance) and that they may only take partial actions. After each partial action, the character must make a Con check (DC 18) to avoid suffering an additional point of damage. After

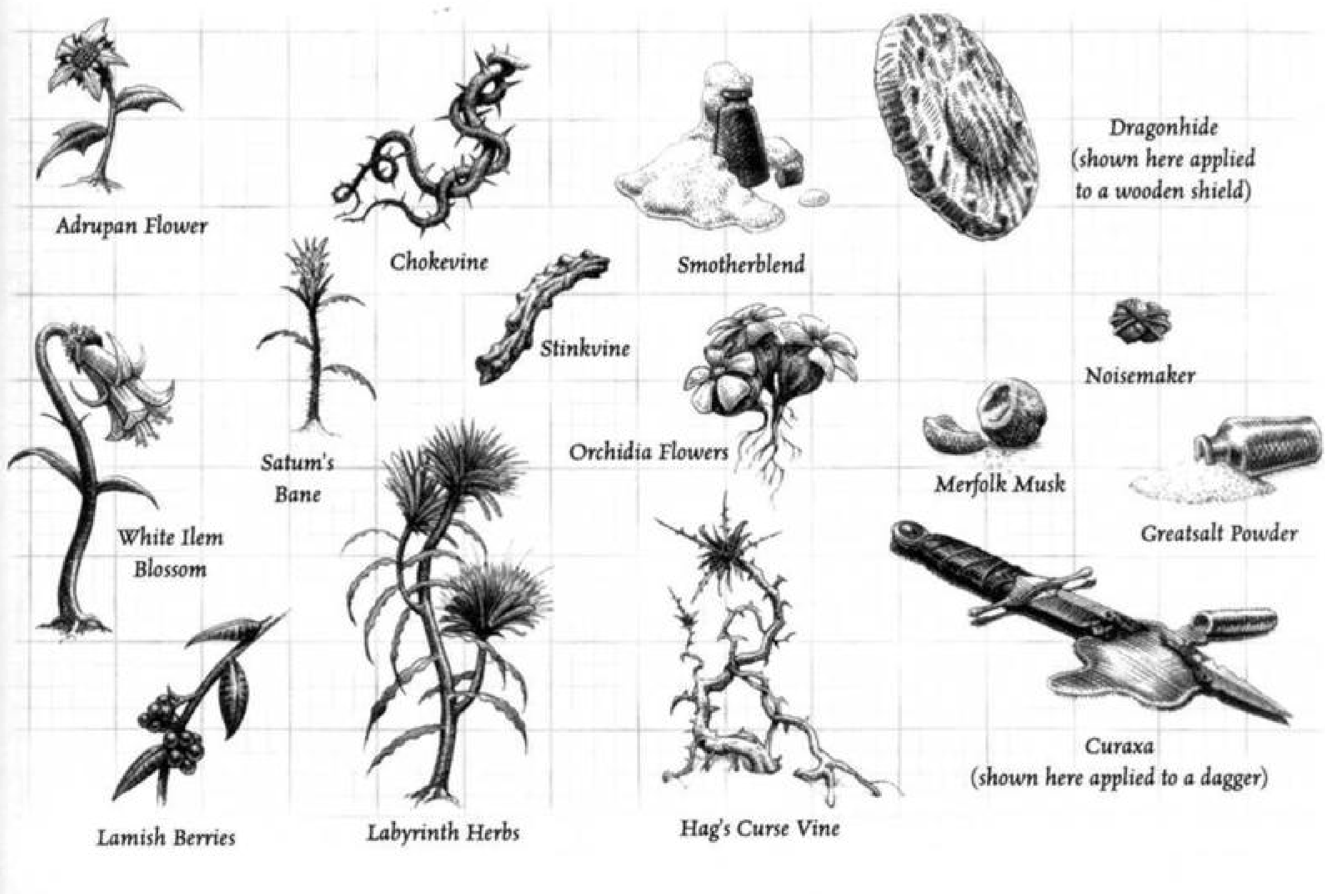


TABLE 7–2: HERBAL MIXTURES

CONCOCTION	DC	MARKET PRICE
Adrupan	20	150 gp
Celestial Health Potion	20	20 gp
Earsplitter	20	25 gp
Gamatara	20	50 gp
Hag's curse	25	100 gp
Labyrinth Juice	25	75 gp
Mataparan	20	50 gp
Orchidia	25	100 gp
Satum's Bane	20	15 gp
Sealskin Salve	20	20 gp
Second Wind	20	25 gp
White Ilem Blossom	20	25 gp
Wraith Essence	25	500 gp

that, if the creature remains at less than 0 hp or is still under an effect that would make it unconscious or asleep, it succumbs to the effect. A second dose used within 8 hours has no effect.

HERBAL CONCOCTIONS

Herbalists may use their skills to either heal or harm, harnessing the natural qualities of plants and animal products to bolster the body's ability to repair itself or to diminish the body's normal capacities. Integral elements of civilization, they provide indispensable skills that sustain small settlements and improve the quality of life in large cities.

Herbalists who use their skills to harm others are usually healers who let greed overcome their benevolence. They prepare mixtures that cause minor afflictions for craftsmen who wish to inconvenience a competitor, rejected lovers seeking revenge against a rival, or adventurers wishing non-lethal revenge on a deceitful employer. Their creations, while not necessarily illegal, are often dangerous enough to cause trouble for characters caught with them.

Characters can brew these creations according to the Craft rules on page 65-66 of the *Player's Handbook*.

Adrupan: The tiny pale yellow adrupan flower grows in northern fields, especially Torakk. It flowers four times per year, but its tart nectar is only noxious if collected during the winter.

A dose of adrupan reduces the drinker's Strength by 1d4 temporary points if she fails a Fortitude save (DC 10).

Celestial Health Potion: Celestial health potion is a common and basic remedy known among all good-aligned faiths. Adventurers may find it in virtually any city or town.

A celestial health potion is made from a potent mix of medicinal herbs. It gives a character infected with a disease a +2 resistance bonus to his save to resist the disease's effects.

Earsplitter: Earsplitter first appeared in coastal Cosdol, where it is also known as siren's reprieve. It is an ancient sailor's tool that has become popular in other nations thanks to Eldoran sailors and merchants, who discovered its uses some 200 years ago.

This thick, bitter liquid disrupts the fluid in the drinker's ear canal, deafening her for 10 minutes unless she makes a Fortitude save at DC 11. People who fear they might encounter a sonic-based attack or those with nagging spouses request this concoction most often. Some users report permanent hearing loss in certain tones.

Gamatara: This mild toxin appears in small quantities as a flavoring in fish and fowl dishes in central and southern Kalamar. Its concentrated form has a dulling effect on the mind.

A character who drinks a dose of gamatara thinks a little slowly, as if distracted. The character must make a Fortitude save at DC 12 or suffer a -2 circumstance penalty to all skill checks based on Intelligence. Against the five psionic attack modes, however, the character receives a +2 resistance bonus to all saving throws. Gamatara's effects last for 30 minutes.

Hag's Curse: Hag's curse is a thin sap taken from certain parasitic vines that grow in Mendarn and Pel Brolenon. Humans recently learned the formula from dwarves in the Dopromond Hills and the Yan Elenon Mountains.

Anyone touching this substance must make a Fortitude save (DC 12) or go blind for 1d4 minutes.

Labyrinth Juice: Labyrinth juice is a universal name for a variety of slightly toxic herbs that grow all across Tellene. The most potent, a specialty of the Rytarr Woods, has the faintest odor, and is therefore the most popular.

A creature that drinks a dose of labyrinth juice must make a Fortitude save (DC 10) or become stunned for 3d6 rounds.

Mataparan: Mataparan, known almost universally by its Kalamaran name, comes from the Elos Desert, where Dejy tribes consider it necessary for survival in the desert. The tribesmen find that they can save the weight of several days' worth of food and move much faster through the deadly salt plains of the Elos.

The drinker of a single dose of mataparan feels no need to eat food for 1d4 days. The character still suffers normal effects (see page 86 of the *Dungeon Master's Guide*), but he does not feel hungry.

Orchidia: Orchidia grows in the Lopoliri Mountains. Early apothecaries thought they had found a deadly poison, because drinking its concentrated syrup appeared to cause instant death.

Drinking the milky white orchidia sends the drinker into a severe, death-like coma. It takes a Heal check (DC 20) to recognize that the affected character still lives. The character returns to a normal condition after one hour or after another character revives him. Reviving a character under the effects of orchidia requires a Heal check (DC 25).

Satum's Bane: Satum's bane has been spread throughout the world, by sea-lanes and land bound caravans, as well as by clerics of the Traveler. The herb grows alongside highways and farmlands across the world. Its greatest concentration is in Ahznomahn on the island of Svimohzia. Vast fields of satum's bane cover the plains south of Nenehi.

The mixture repels normal insects when rubbed on the skin and clothing. Satum's bane lasts for 2d4 hours. Conjured insects ignore the balm, but normal ones do not trouble the wearer.

Sealskin Salve: Sealskin salve used to be a secret of the humanoid tribes in the Hadaf Highlands, until Dejy traders from the southern shores of the Shadesh Bay learned about it. Now its sale bolsters the wine economy of Shyta-na-Dobyo in sporadic quantities.

This balm resists cold and does not wear off in the water. The character is able to resist hypothermia longer than normal. The user gains a +2 circumstance bonus to any Fortitude saves made to resist the effects of cold. Its effects last 2d4 hours.

Second Wind: Second wind is a recent Brolenese improvement of a native Dejy concoction. Its primary use is in the navy, where rowers drink it when the captain demands superhuman levels of stamina.

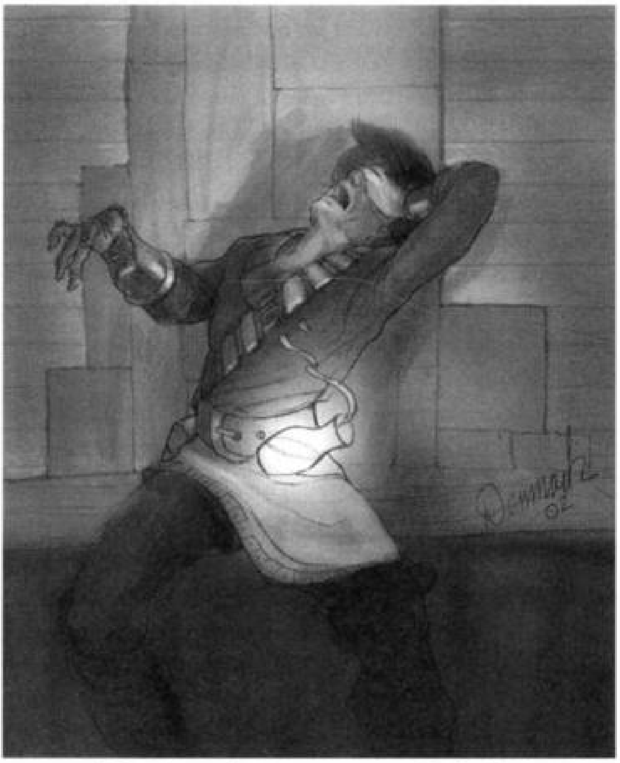
This sweet syrup removes fatigue for up to 30 minutes. While in effect, it allows an exhausted character to act as if merely fatigued. Once used, a character receives no benefit from a second dose until her body recovers (via full rest) for a period of 8 hours.

White Ilem Blossom: White ilem is the least common of two dozen species of ilem that grow among wetlands and marshes, especially in the Alubelok Swamp and the Ep'Sarab Swampland. While all species produce sap that is considered tasty and nourishing, only white ilem has any medicinal benefits.

TABLE 7–3: POISONS

POISON	TYPE	INITIAL DAMAGE	SECONDARY DAMAGE	PRICE
Chokevine Milk	Injury DC 13	1d3 Str	1d3 Str	100 gp
Efelmane	Ingested DC 14	1d4 Wis	2d4 Wis	1,200 gp
Green Ape Musk	Contact DC 13	1d2 Str	1d2 Str	110 gp
Kaldabran Death Fog	Inhaled DC 11	1d4 Str	1d8 Str	900 gp
K'Miwi Sap	Injury DC 14	1d4 Con	1d4 Con	150 gp
Kobold Squeeze	Injury DC 11	1d2 Dex	1d2 Dex	100 gp
Lamish Berry Juice	Contact DC 14	1d3 Con	1d3 Con	180 gp
Ochre Mist	Inhaled DC 17	1d4 Int	2d4 Int	1,750 gp
Saadolos Extract	Injury DC 18	unconsciousness	none	750 gp
Salt Basilisk Ash	Injury DC 18	1 Str	2d6 Str	600 gp
Sittik	Injury DC 12	1d4 Dex	1d6 Dex	200 gp
Tart Water	Ingested DC 16	2d4 Str	2d4 Str	1,650 gp
Zeakue	Contact DC 12	1d6 Con	1d6 Con*	2,200 gp

* see description



A fighter learns hag's curse sap is not for drinking.

A dose of white ilem blossom restores 1d4 additional hit points or one additional point of temporary ability score damage to the user the next time he rests. It works only to enhance normal rest; it does not affect magical healing. Using more than one dose in a day has no additional benefit.

Wraith Essence: While it takes nothing but its name from a wraith, wraith essence still gives the drinker a literal cold chill down her spine. Wraith essence is considered a poison throughout Brandobia, Svimohzia, Kalamar and the Young Kingdoms (except in Ek'Gakel). The drinker suffers a temporary negative level unless she makes a Fortitude save at DC 11.

POISONS

The Sovereign Lands are rife with rogues, saboteurs, spies and assassins. When outright attack proves ineffective, the subject is too careful to stroll into a dark alley, and no other opportunity for harm is apparent, a clever criminal can always rely on poison to get the job done.

Poisons are legal everywhere except Eldor, Paru'Bor, Pekal, Zoa and the various elven kingdoms. Fhokki, Dejy and Kalamarans consider it cowardly and dishonorable to use poison. In most cities, poison is heavily taxed and thus very expensive. Untaxed poisons can be found on the black market in virtually every community. While not illegal to make or sell (unless such selling is untaxed), most of the uses of poison are illegal in virtually every community. Poisoning rats, unwanted plant life and other vermin is fine, but using it on your neighbor or your neighbor's horse can bring financial or pecuniary penalties down upon the user, if discovered. Simply possessing poison is rarely a crime, but possession places the owner at the top of any suspect lists when crimes are committed using poison. Thus, it is typically best to keep the purchase and ownership of poison secret, legal or not. See Chapter 4: Skills to learn more about the Craft (poisonmaking) skill.

Chokevine Milk: Tales abound about chokevine and its mythical ability to strangle careless travelers in the Eb'Sarab Swamplands. The truth probably arises from the plant's natural defensive sap, which alchemists can concentrate and use as a poison. The sap normally enters the bloodstream of a would-be herbivore through needle-like thorns along the vine. The poison produces a painful sting and swelling of the throat that makes it difficult for the victim to breathe.

Efelmane: The rare drug efelmane has been around for only 20 years, but its reputation is such that people who know about it assume it has been around forever. Efelmane is a favorite drink poison among assassins because it is nearly tasteless. After the poison reduces the subject's awareness (and ability to Spot and Listen), an assassin could easily sneak in and kill his victim.

Green Ape Musk: The green apes of the Obakasek Jungle are aggressive predators who attack prey up to sizes as large as themselves. If they find their prey too much to handle, they release a dangerous musk and flee. The barbarian natives of the Obakasek Jungle, especially the fierce goblin tribe known as the Kumasu Karu, use the venom on blowgun darts to bring down small prey.

Kaldabran Death Fog: The Kaldabran death fog bears the name of the two brothers who developed it. These Brolenese wizards developed the poison to subdue unruly slaves without harming them, and then added the benefit of a unique delivery system to the substance. The poisonous gas is sold sealed inside a rock that bursts upon impact and then spreads its contents in a cloud with a 10-foot radius, affecting targets inside the area for one round before dissipating.

Even a small blade is effective when poisoned.

K'Miwi Sap: The Alubelok is home to a wide variety of exotic fauna. The K'Miwi tree grows thin and pale in the midst of the stagnant waters of the Alubelok Swamp. Legends among the lizard folk describe its poison as so potent that a bird who lands on its supple branches will die before the avian folds its wings underneath itself. Many intelligent creatures in the swamp have used the sap as a major ingredient in poisons for untold eons. While K'Miwi trees grow in many swamps, those in the Alubelok produce the most potent toxin.

Kobold Squeeze: This bitter mixture causes feelings of tight constriction, difficult breathing and sometimes loss of consciousness or even death. Kobolds of the Arajyd Hills have been using it as a poison on their swords and spears for centuries; their shamans collect it from the skin of poisonous lizards to the east.

Lamish Berry Juice: The lamish berry grows in high mountains, usually right at the tree line. A skilled alchemist can make its scarlet juice into a deadly poison. Curiously, the dwarves of the Byth Mountains make a sweet drink out of the same juice.

Ochre Mist: Ochre mist is a diabolical poison accidentally invented in the labs of Bet Kasel's College of Alchemy. In its basic form, the poison appears as a rust-colored lump that looks much like dried clay. When exposed to high temperatures, the lump gives off a slightly acrid odor. Inhaling the fumes causes disorientation, trouble with concentration and short-term memory loss.

Saadolos Extract: Saadolos is a root that grows only on the shores of Reanaaria Bay, mostly on the western shore. Rumor has it that tax-escort Helms in Geanavue use it on their hand crossbows. the effects last for one hour, minus a number of minutes equal to the victim's Constitution score.

Salt Basilisk Ash: Dried ashes of burnt salt basilisks, when mixed with certain minerals, form a deadly poison. The salt basilisk formerly dominated the Elos Desert, but is now extremely rare. Dejy hunters in the Elos Desert and humanoids in the Legasa Peaks are the principal users of this exotic poison.

Sittik: Sittik is a venom extracted from the marine snake known among the people along Lake Adesh as the "sleepy weed," for its lack of energy. Humans use sittik on spears to weaken or paralyze large game animals.

Tart Water: Tart water is known for its easily identifiable sour aftertaste. The poison is a specialty of certain mountain dwarves living in the Elenon Mountains, who presumably use some of the citrus fruits that grow in nearby Mendarn for key ingredients. Tart water is used as an arrow or bolt poison by some of the mercenary companies that seek employment by Mendarn or Pel Brolenon.

Zeakue: Zeakue (a.k.a. Breath Taker) is a very rare and virulent, though slow-acting, type of poison used primarily by tribes in the Vohven Jungle. The easiest way to spot this poison is by its bright blue color, though alchemical tests may also determine its origin.

A character who comes into physical contact with Zeakue must make a Fortitude save to shake off the effects of the poison. If he succeeds on his initial save, there is no further effect and no further saving throws are required. If he fails, the victim suffers initial damage to his Constitution, begins to sweat profusely and starts to slowly perish.

Thereafter, a victim must make a Fortitude save each minute after contact. Any failed save means that the victim suffers the secondary damage and begins to have trouble breathing. Within ten minutes, if still conscious, the victim's breathing is labored and ragged. After 20 minutes, the victim's eyesight begins to fade. If the victim is not cured within 30 minutes, whether he continues to successfully make his Fortitude saving throws or not, he dies.

A potion made of simian bone powder and rare herbs from the Vohven Jungle negates the effect of this poison, though it must be taken immediately after the first failed save.

Modifying Poison

Famous assassins often gain a reputation for using certain types of poison. Expert poison-makers often develop unique applications or specific variations of a poison to either escape detection, increase the effectiveness or create some other effect that suits their particular needs.

Increase detection difficulty: The base DC to detect poison is 25 (see the Alchemy skill on page 63 of the *Player's Handbook*). Raising the DC by 1 adds 10% to the poison's cost, to a maximum of 5 points for an additional 50% cost.

Increasing the potency: Raising the potency of the poison (increasing the save DC necessary to resist it) by one point (from sittik's DC 12 to DC 13, for example) increases the DC to make it by 2 points (making sittik more potent requires DC 22 instead of 20).

Increasing the potency also increases the market price, which in turn causes the cost and time to make the substance to rise as well (see the Craft skill, page 65 of the *Player's Handbook*). Each DC increase of 1 point adds 10% to the base cost. Increasing sittik's DC to 13 raises the market value by 20 gp (10% of 200). Raising the DC by 5 increases the DC to make it to 30 and raises the value by 50% for a total of 300 gp per dose.

Change delivery method: Changing the delivery method confounds authorities, even those knowledgeable in the use of poison. It might also circumvent defensive measures by the target. Delivery methods are measured in steps, beginning with Ingested, Injected, Contact and then Inhaled. Each change in method by one step raises the DC to make the poison by 4 points.

Increasing the damage: Increasing the secondary damage by one step doubles the cost of the poison. Increasing the initial damage triples the poison's cost. Thus, the poison-maker could choose to double the effectiveness of the initial damage, hoping to incapacitate someone quickly. A more subtle approach might be to allow the initial damage to remain the same and lull the victim into thinking he can survive the attack, then inflicting great harm with the secondary damage.

BASE DAMAGE	NEW DAMAGE	ADJUST DC TO MAKE BY
0	1	+1
1	1d2	+1
1d2	1d3	+2
1d3	1d4	+2
1d4	1d6	+3
1d6	1d8	+4
1d8	1d10	+5

The DC adjustment for adding an additional die starts at the "0" base damage level and counts cumulatively upward from there. Thus, adding 1d4 additional points of damage to a poison that inflicts 1d4 already would begin at a new damage level of one and count upward to 1d4, adding each DC increase. The total would be +6 (+1+1+2+2). This increase applies to either initial or secondary damage only. If the poison-maker wishes to increase both ranges, figure the DC increases independently.

Reducing the damage: A poisoner might need to craft his weapon quickly, might have little material with which to work, or might even wish to sell a less effective product to allow the victim a chance to kill his attacker instead! In this case, reduce the DC to make.

BASE DAMAGE	NEW DAMAGE	ADJUST DC TO MAKE BY
1	0	-1
1d2	1	-1
1d3	1d2	-2
1d4	1d3	-2
1d6	1d4	-3
1d8	1d6	-3
1d10	1d8	-4

SLAVES

As despicable as the custom of slavery might be, human nations on Tellene routinely practice slavery. From the wicked Brolenese to the class-conscious Kalamarans, adventurers will encounter slavery throughout their careers. Other races, especially goblinoids, propagate the system by capturing and selling slaves, as well.

A character might purchase slaves to emancipate them, to make use of their skills, to further an adventure, to fit in with the campaign flavor or to enhance a disguise as slavers. In this eventuality, you need to know how much a slave is worth. Begin with the Base Cost on Table 7–4 and add modifiers for exceptional ability scores. Then multiply by the Age Multiplier and the Race Multiplier. Finally, the DM will raise or reduce values that do not reflect the local economy and availability.

Slaves are made, not born. Typically, a person becomes a slave in one of four ways. First, the character might be sentenced to slavery as punishment for a crime. In this case, the slave belongs to the king or his duly appointed representative, but she might be given away as a gift or a concession. Secondly, a person captured in war might be made a slave of his captor. These two circumstances describe the majority of the slaves on Tellene. Third, a character could voluntarily enter slavery (or an adult might sell her own children) in order to pay a debt. Tragic

TABLE 7–4: SLAVE COST

SKILL LEVEL	BASE COST
unskilled[1]	10 gp
laborer[2]	25 gp/NPC level
craftsman[3]	75 gp/NPC level
scholar[4]	60 gp/NPC level
adventurer	100 gp/character level

1. an untrained youth or a person with no useful skills and average strength
2. adult with no skills considered exceptional
3. slave has ranks in at least one useful Craft skill
4. slave has ranks in at least one Knowledge skill

AGE	MULTIPLIER
Young	x1/2
Adult	x1
Middle-aged	x3/4
Old	x1/2
Venerable	x1/4

EXCEPTIONAL ABILITY SCORES

TOTAL ABILITY MODIFIERS	ADD
1-3	+5 gp
4-6	+10 gp
7-12	+25 gp
13-24	+100 gp
25+	+200 gp

To find a slave's total ability modifiers, find the sum of all the character's ability score modifiers. Thus, a laborer with Str 16, Dex 12, Con 17, Int 8, Wis 10, Cha 10 will have a total of + 6 (+3 for Str, +1 for Dex, +3 for Con, -1 for Int and no modifier for Wis or Cha), increasing his value by 10 gp.

RACE	MULTIPLIER	RATIONALE
Dwarf	x2	Dwarves are tough, durable and have long lives. They often wind up in mines, where they naturally excel. They are also popular craftsmen, working alone or as assistants to other smiths (any type: blacksmith, whitesmith, weaponsmith, etc.)
Elf	x3	Elves are excellent craftsmen, have the longest lives and are generally attractive. They make valuable slaves across Tellene, especially filling domestic and pleasure roles. Slave scholars are commonly elven.
Gnome	x1.5	Gnomes have many advantages, with their one glaring weakness being their lack of strength. They are used in a variety of roles, including scholar, craftsman, artisan and laborer.
Half-elf	x1	Longer-lived than humans, they tend to waywardness and are often untrustworthy. Half-elves typically serve in the same roles as elves, but they appear in all capacities. Owners soon discover that half-elves become bored with any one task and their performance dulls to the point of uselessness.
Half-hobgoblin	x1.5	The sil-karg are not good-looking, but they are capable of following orders. Half-hobgoblin slaves tend to be laborers.
Half-orc	x1	Half-orcs are unattractive, short-lived and stupid, but they are strong and durable. Half-orc slaves serve as laborers, farmers, etc.
Halfling	x0.75	Halflings are small, but they still eat a lot. They are weak and hard to keep under control, but they are also sturdy and long-lived. They make poor laborers but good craftsmen and artisans.
Hobgoblin	x1.5	Hobgoblins are strong and tough. Their free life is often not unlike slavery, so they willingly obey those who earn their respect. They can be relatively trusted soldiers, hard laborers and reliable farmers.
Human	x1	Humans are adaptable to many different Icales and temperatures, and may be trained to do almost anything. However, many humans prize freedom over all else, as some slavers have found to their dismay.

stories centered around this theme are common, especially in Kalamar. Lastly, a person might be made a slave illegally, by being captured and sold in another country.

Since slavery is so prevalent, most societies have laws for their treatment, or (more likely) penalties for injuring or killing slaves. In most cases, slaves are considered property, not people. Killing your own slaves is usually legal (albeit foolish); killing another person's slaves is not legal.

Slaves are normally available along with other trade goods in the central market, although their potentially high price guarantees that they have special treatment (armed guards, well-crafted manacles, alarms, etc.).

NEW WEAPONS & ARMOR

Non-humans use a bewildering variety of tools to defend themselves and their homes from hungry monsters, aggressive neighbors and ambitious warlords. These weapons are tailored to fit the size, lifestyle and fighting habits of the specific non-humans.

Bear Claw: This small mace sees widespread use among gnomes and halflings, although a few elves mimic the design with their own full-sized versions. The mace's head is knobbed and resembles a bear's claw. Spikes and paint sometimes draw out the similarity. The bear claw usually has a short handle; a slightly longer one with a thong at the end serves as the mounted version. The statistics are identical.

Formerly popular among nomadic non-humans, the bear claw still sees use as a cheap weapon in times when a large number of people must be armed quickly. In cases of extreme urgency, the similarity to the namesake is sometimes lost.

Bill Knife: The bill knife is a dagger shaped like a billhook, with a forward curve and the cutting edge on the inside. The handle is usually wood with no guard. Most of the time, the weapon looks like a bill (the pole arm) that has lost most of its haft. Ornate versions that more closely resemble a tiny exotic sword exist, but they are rare.

The bill knife is especially popular in agricultural settlements, although it is common enough that anyone who needs a short blade might carry one. Of all the non-humans, halflings use the bill knives most often. The bill knife, like other weapons with a forward curve, makes a poor missile weapon. The bill knife is most commonly used in the Young Kingdoms and northern Kalamar.

Chopper: The chopper is a shorter version of the machete. It has a heavy, short blade with a single edge and often has a serrated back. Recent versions have a tip that points forward, allowing for some thrusting ability, although older choppers have a tip that curves away from the edge.

Widely used by non-human archers, crossbowmen and slingers, the chopper is considered a light weapon. Among non-humans, this weapon serves as a useful, common sword. While it does not have an especially sharp edge, the blade is both sturdy and durable. The weapon can survive years of use and abuse that would destroy a prettier, flashier weapon. Originally developed to remove foliage in Fulakar's Tarisato/Obakasek campaign, trade choppers have found their way into Svimohzia as well.

Dueling Sword: The dueling sword is an ancient dwarven weapon, with a design dating back to early iron swords. The blade is wide and thin, with a singled cutting edge and a dull, rounded tip. The weapon has long, straight guards and often has an overextended tang jutting past a handle made of ornamental stone.

The weapon is now nearly out of use, except as a ceremonial weapon or for extremely formal, ritual duels on rare occasions. Many older dwarven homes have a dueling sword tucked away as a family heirloom. Certain orders of knighthood or royal dwarven families still make use of the dueling sword, especially in Karasta and the Malachite Heights.

Gnomish Mace: The gnomish mace has a smooth head and a thin steel handle with a smaller smooth ball at the butt as a counterweight. The head is solid iron and capable of inflicting murderous damage and the grip is small enough so that the weapon is comfortable for small folk.

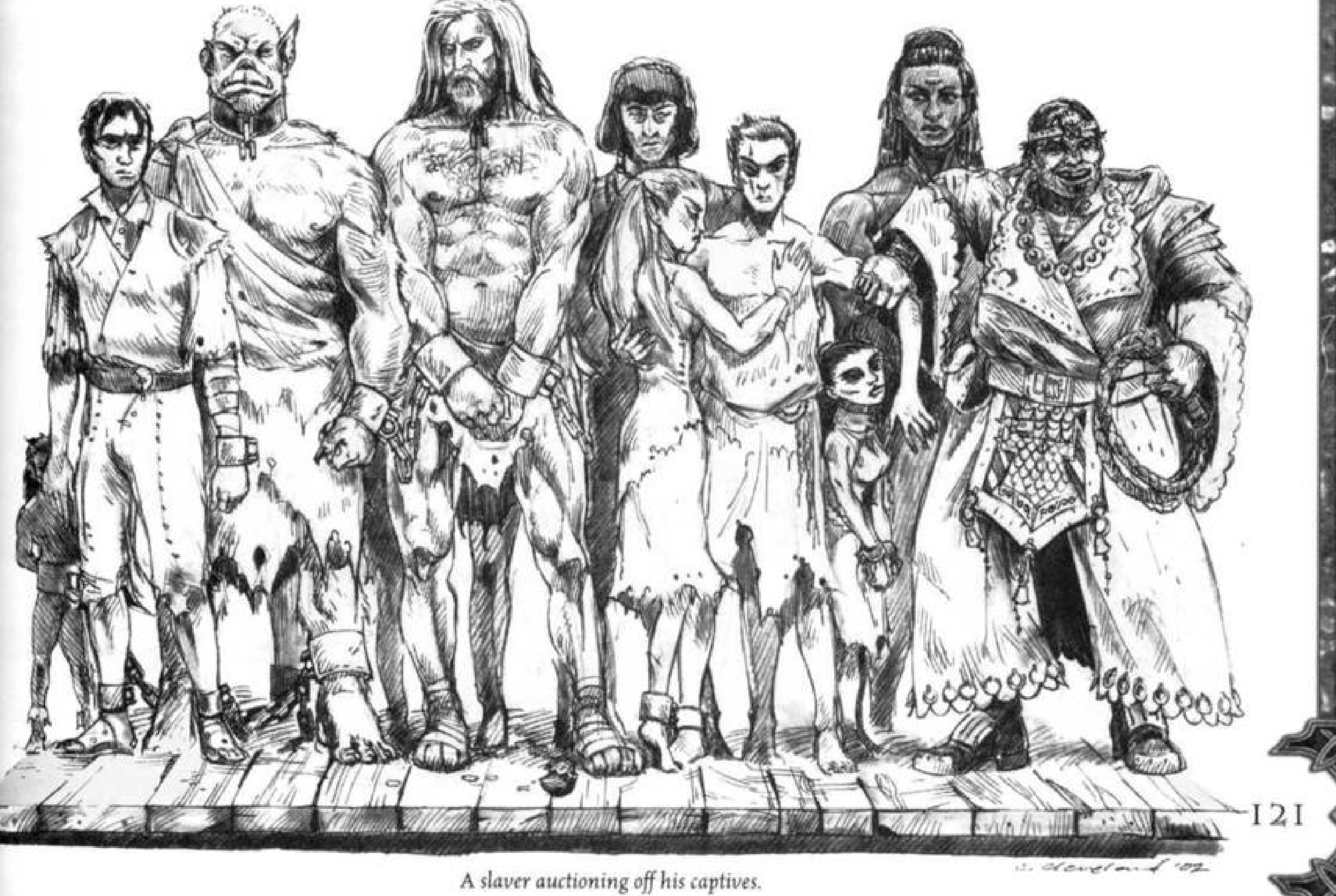
Gnomes sometimes call this weapon a "blind beholder" and while they are capable of using it, most prefer their trusty picks. The gnomish mace is most common with gnomish clerics of the Founder.

Leaf Blade: The leaf blade is a short sword with a wide blade near the crossguard that grows slightly wider before tapering to a sharp point after about two feet. The guard, when it has one, is wooden, as is the handle, although the handle might also have a covering of leather or hemp.

Elves use these weapons in great numbers because it can be used with the Weapon Finesse feat. Elves, who most often fight orcs or hobgoblins, prefer this quick, lightweight weapon to the human-designed short sword.

Malakbar: A malakbar is a combination of a blade and a heavy mace. The wielder holds the weapon above his head, swinging with the mace end first and then spinning the blade end down on the opponent. The mace end can damage an opponent, but serves mostly as a counterbalance for the blade. Originally designed by hobgoblin craftsmen, now this weapon sometimes sees use in other lands.

The malakbar requires an Exotic Weapon Proficiency feat and even then, the user may only use one of the attack modes in



A slaver auctioning off his captives.

TABLE 7–5: MELEE WEAPONS

SIMPLE WEAPONS—MELEE						
SMALL	COST	DAMAGE	CRITICAL	RACE*	WEIGHT	TYPE
Bill knife	2 gp	1d4	20/x2	d, e, g, h	1/2 lb.	S/P
Gnomish mace**	6 gp	1d4	20/x3	d, g	7 lbs.	B
MEDIUM						
Bear claw**	4 gp	1d4	20/x2	g, h, e	3 lbs.	B
Chopper	7 gp	1d4	20/x3	d, g, h, hob	3 lbs.	S
Pig stick**	—	1d3 (s)	20/x2	h	1 lb.	B
MARTIAL WEAPONS—MELEE						
SMALL						
Tear knife	2 sp	1d3	20/x2	h	—	P
MEDIUM						
Leaf blade	10 gp	1d6	19-20/x2	e	2 lbs.	P
Pony club**	5 sp	1d6	20/x3	h	5 lbs.	B
LARGE						
Dueling sword	10 gp	1d8	19-20/x2	d	6 lbs.	S
EXOTIC WEAPONS—MELEE						
LARGE						
Malakbar	60 gp	1d8/1d10	x2/x3	hob	20 lbs.	B,S/P

* Indicates primary race(s) of those who use the weapon, though individuals of other races have no special restrictions (d-dwarf, e-elf, g-gnome, h-halfling, hob-hobgoblin). Characters of other races who wish to use the weapon must have the DM's approval.

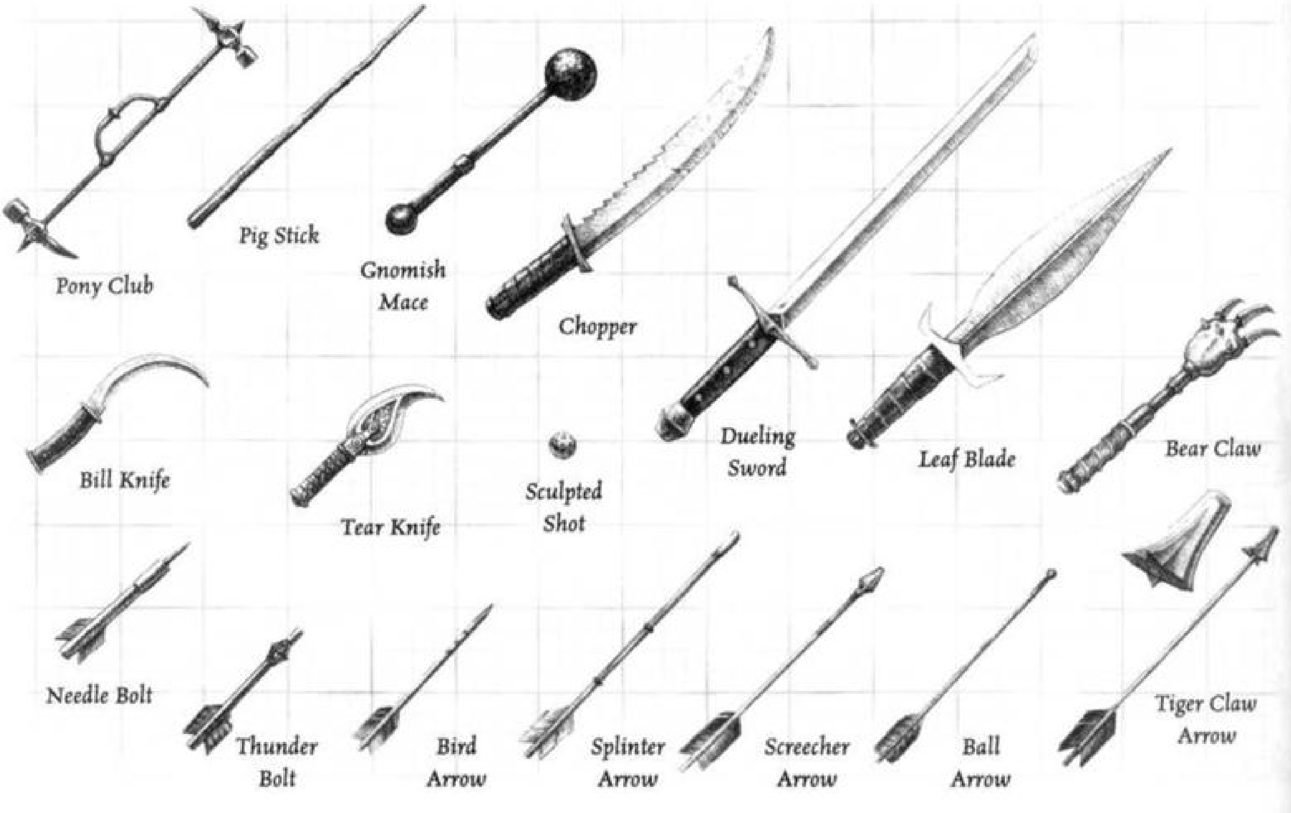
** Indicates weapon deals subdual damage.

a round unless his base attack bonus allows a second attack (+6 or higher) or he has the Two-Weapon Fighting feat.

Pig Stick: The pig stick is a tapered rod about two feet long made of light, flexible wood. Halfling farmers use this tool to keep their farm animals in line. The halfling can slap a target with a resounding whack that leaves a fierce sting. In times of great need these tools serve as inexpensive, if clumsy, weapons. Pig sticks inflict only subdual damage. Halflings across Tellene use pig sticks when they can find no better weapons.

Pony Club: This steel-headed hammer serves as a mounted weapon for the rare occasions that the short folk ride into battle. The pony club is a two-headed hammer on a handle about two feet long, with a ring about halfway down one side. The rider uses the ring to strap the weapon to the saddle in case he loses his grip while mounted.

Halflings claim credit for this innovation and they are the most likely users, but gnomes also use the pony club. Despite its size, halflings and gnomes can use it one-handed from the back of a moving mount. When on foot or when the mount is stationary, the weapon requires two hands.



Tear Knives: Halflings make use of these curiously shaped knives. A tear knife appears as a flat drop of water or a tear, with the pointed end curved sharply. It has a razor edge all the way around. The design takes advantage of the halfling racial bonus with thrown weapons.

Tear knifes are easy to conceal and thus are popular with rogues, especially burglars. Their sharp edges are also useful for cutting strings, straps or thin rope. Due to the danger of a stray nick (and perhaps general morals), halflings never poison them.

TABLE 7–6: AMMUNITION

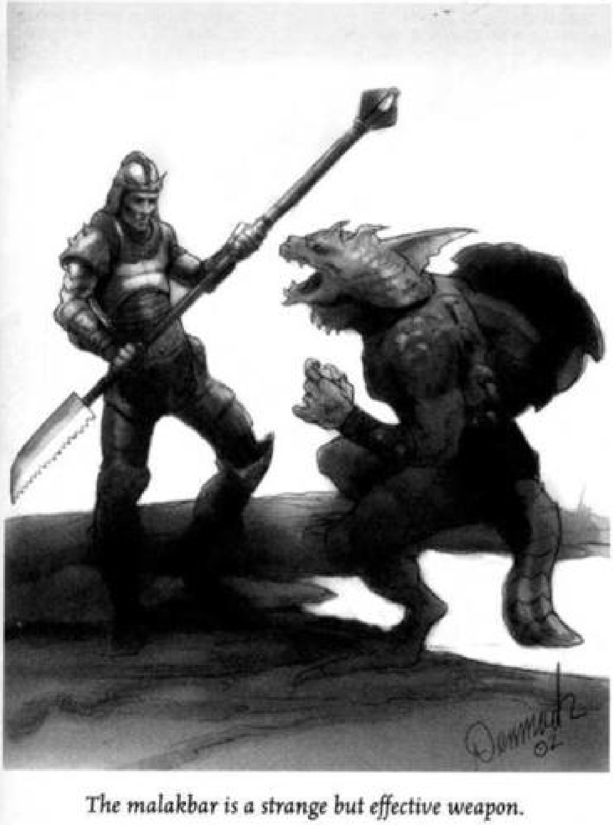
Ammunition	Cost	Damage	Critical	Range modifier
Ball arrow	1 gp	1d4	20/x3	-25%
Bird arrow	1 gp	1d6	20/x2	-10%
Screecher arrow	5 sp	1	20/x2	-20%.
Splinter arrow	2 sp	1d6 (subdual)	20/x3	x1
Tiger Claw arrow	1 gp	as normal, slashing	19-20/x2	x1
Needle bolt	2 sp	1d4	19-20/x2	-10%
Thunder bolt	10 gp	1 (deafening)	20/x2	x1
Sculpted shot	4 sp	as normal	20/x2	+20%

AMMUNITION

The Range Modifier in Table 7—6 indicates the adjustment to the range increment given in the *Player's Handbook* (page 99). For example, a ball arrow shot from a shortbow would have a range increment of 45 feet, but a range increment of 75 feet if shot from a longbow.

Ball Arrow: The tip of this arrow is a solid round ball, designed to damage creatures that resist piercing weapons. Their tips are ungainly and cause erratic flight, giving the user a -2 circumstance penalty to all attacks made with them. A ball arrow delivers 1d4 points of damage as a bludgeoning weapon.

Bird Arrow: Bird arrows are meant to be swift so that they can strike birds on the wing. They are short and lightly fletched to reduce drag. Their tips are tiny to maintain balance. Bird arrows are terribly inaccurate by their nature, incurring a -2 circumstance penalty to all attacks made with them because of their awkwardness. On the other hand, a flying target gains neither dodge nor Dexterity bonuses to AC to avoid the arrow because it moves so quickly. However, the mere use of a bird arrow is not sufficient to allow a sneak attack (although the attacker might still qualify for a sneak attack otherwise).



The malakbar is a strange but effective weapon.

Needle Bolt: The needle bolt has a special hollow head that injects a poison or other substance. When it strikes a victim, the victim must make a Fortitude save or be affected by the contents. The bolt most commonly appears in hand crossbows, but recently has begun to show up in larger crossbows as well.

Screecher Arrow: This arrow is not used in combat. Its head is shaped like a whistle and the missile emits a shrill, high-pitched shriek when fired. The screecher arrow does 1 point of damage on a successful hit.

Sculpted Shot: This large lead sling projectile is carefully crafted and dimpled in a special pattern for greater speed, distance and accuracy. Some shots bear extravagant paintings, some of which are very artistic, while others are humorous or belligerent. The makers sometimes add signatures, scriptures or even insults for the intended target.

Since the sculpted shot takes several times longer to make than a common lump of lead, it costs more, but the pickiest slingers make frequent use of them for competition or in desperate situations.

Splinter Arrow: This arrow is composed of several thin shafts bound together by a blunt head. Upon impact, the tip inflicts a painful sting and the arrow shatters. They are used for warnings and in duels. A splinter arrow arrow deals 1d6 points of subdual damage. They are awkward to use, causing the archer to suffer a -2 circumstance penalty to his attack roll.

Thunder Bolt: Thunder bolts are common weapons of the dwarves in the Legasa Peaks, but they appear on both sides of the mountain range for a considerable distance.

The thunder bolt is a crossbow bolt of any size that has a small amount of the material used in a thunderstone placed behind the weapon's head. When it strikes a target, the impact detonates the thunderstone, but the area of effect is small. The sonic attack deafens only the creature hit by the bolt, and the Fortitude save is DC 12 instead of DC 15. The bolt shatters on impact, inflicting only 1 point of damage.

Tiger Claw Arrow: This broad head inflicts slashing damage instead of piercing. Its critical range changes from 20 to 19-20 and the multiplier is x2 instead of x3. Aside from the increased cost, a tiger claw arrow is otherwise identical to normal arrows.

TABLE 7–7: ARMOR

ARMOR	COST	ARMOR BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE	SPEED (30 FT.)	SPEED (20FT.)	WEIGHT
LIGHT								
Soft Leather	10 gp	+1	+9	0	5%	30 ft.	20 ft.	5 lbs.
Cord	30 gp	+2	+5	-1	15%	30 ft.	20 ft.	15 lbs.
Wooden Breastplate	25 gp	+2	+2	-3	20%	30 ft.	20 ft.	20 lbs
MEDIUM								
Brigandine	120 gp	+4	+3	-3	20%	20'	15'	30 lbs
Lamellar	200 gp	+4	+3	-4	25%	20'	15'	30 lbs
HEAVY								
Shrike armor	750 gp	+6	+0	-7	40%	20'	15'	45 lbs

ARMOR

Brigandine: Brigandine armor is a medium armor that encloses sturdy metal plates between strips of leather for a comfortable suit of armor that resists corrosion well while providing some measure of protection. The arm and leg pieces use smaller metal plates, sacrificing protection for mobility.

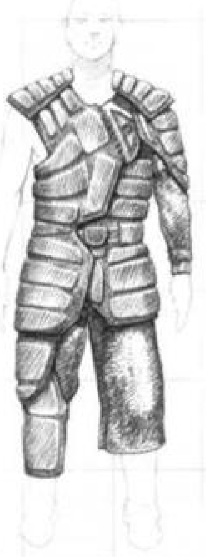
Cord: Cord armor is made from tough vines or ropes twisted into wiry cords. The thick cords deter edges and points fairly well, although they provide little defense against bludgeoning weapons. It is most common among barbarians and shamans from jungle areas such as the Vohven.

Lamellar: Lamellar armor consists of metal strips against a backing of leather or padded cloth. This medium armor protects well without hindering movement as much as some heavier armors. Lamellar is airy enough to be worn in hot climates longer than chainmail or other types of all-metal armor.

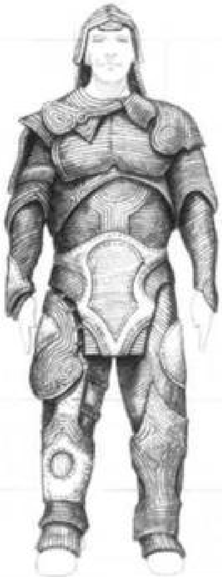
Shrike: This armor is a specialized suit of spiked steel armor. If the wearer uses an overrun action to knock an opponent over, she may make a free attack (1d4, crit 19-20/x2) with the armor if the opponent chooses not to avoid her. Shrike armor is a specialty of Kalamaran and Tokite knights, but imitations are becoming popular across Tellene.

Soft Leather: Uncured leather that covers nearly the entire body, the primary purpose of soft leather armor is to protect the wearer from thorny plants or angry insects rather than hostile sword-swinging enemies. In an emergency, however, peasants don what they have. The armor covers virtually everything except for the eyes, nose and mouth. It appears in different styles in both the central and eastern Young Kingdoms and in the Reanaaria Bay region.

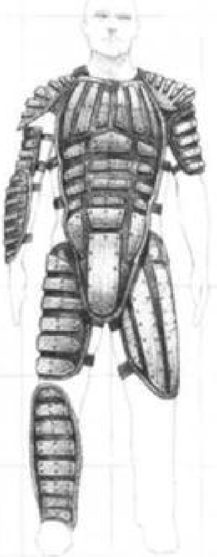
Wooden Breastplate: A wooden breastplate is bulky and only feebly deflects blows. Its primary use is by druids, who enchant it with the *ironwood* spell. The statistics shown here are for its unenchanted version. Once subject to *ironwood*, it functions as a normal breastplate.



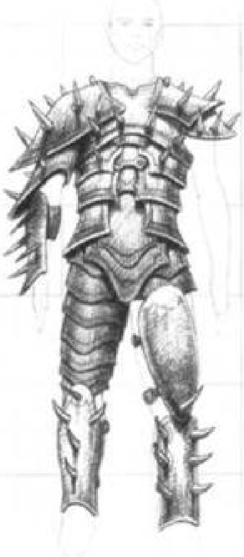
Brigandine Armor



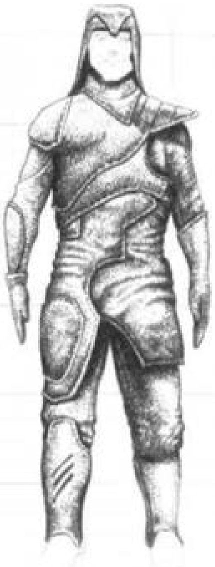
Cord Armor



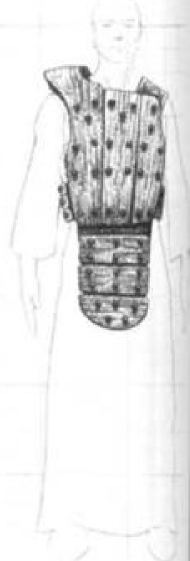
Lamellar Armor



Shrike Armor



Soft Leather Armor



Wooden Breastplate

Chapter 8
Combat

"The best answer to anger is a fist." – *Orcish saying*

FIGHTING SCHOOLS

The military forces of Tellene engage in battles on multiple fronts. Nations strive to field the highest number of soldiers while struggling to provide them with the best supplies, arms, armor and training. They seek to meet the overall challenge of defending their borders by fielding mounted units and troops with ranged attacks.

Behind the scenes, another type of battle goes on: the development of skills and abilities that your soldiers use to defeat your foes. Smaller armies especially must use their troops wisely, lest the enemy overwhelm them with the sheer weight of numbers. In the area of skill development, humans and their allies often have a crushing advantage over their humanoid foes.

The civilized nations strive to develop better skills among their soldiers by teaching them secret fighting techniques and styles. Famous warriors command high salaries by training soldiers for an army. Not only fighters qualify for this prestigious position. Paladins, rangers, monks, barbarians and even clerics fill this role across the Sovereign Lands.

Within the game, these people teach basic training for troops: the ability to move in formation, the use of weapons and armor (and how to care for these necessities), combat techniques and discipline. They develop the physical skills of their soldiers through exercise. The experienced and the well-read instruct officers in the areas of tactics, strategy, leadership and logistics.

Concerning actual game mechanics, these instructors provide soldiers with the opportunity to learn weapon proficiencies, spend skill points and learn feats. Troops do not automatically learn these things, but certain backgrounds provide a reasonable basis for knowing them. You might wish to include attendance at one of these schools as part of your character's history. Maybe you were kicked out, possibly you left to gain experience and plan to return as a teacher, or perhaps you met a rival at the school who has spurred you on ever since.

Baruta's Gladiator School

Baruta is a former four-time champion of the arena in Bet Kalamar who believes that "a little slavery never hurt anyone." He purchases slaves liberally, searching for potential champions. He sells or trades those who do not meet his exacting standards to others with less need for physical perfection.

At present, Baruta owns over 200 slaves, with 180 of those in training and the balance supporting the school as cooks, servants or guards. His compound in Bet Kalamar includes a four-story barracks, his own two-story home, a smithy and an outdoor kitchen. A tall fence keeps out unwelcome visitors, spies from other schools and prevents slaves from wandering off.

The school's reputation is outstanding. Baruta himself is widely recognized in the city; his champion slaves wear an identifying brass band around their upper arms. The band displays a pair of axes, the weapons with which Baruta defeated the majority of his opponents. Having spent time in Baruta's stable is a source of pride for many warriors throughout the vast Kalamaran Empire.

Baruta's program includes substantial martial training. Common weapons and fighting styles include Baruta's own trademark pair of hand axes, sword and dagger, longspear, rapier, dire flail and spiked gauntlets. Fighters who express an interest can learn to use any weapon, the more exotic the better. Feats taught include Ambidexterity, Armor Proficiency (light), Dodge, Exotic Weapon Proficiency, Expertise, Eyes of Fury, Hammer and Anvil, Targeted Attack, Improved Disarm, Immovability, Improved Initiative, Improved Unarmed Strike, Power Attack, Push, Steadfast, Toughness, Two-Weapon Fighting, Weapon Finesse and Weapon Focus.

Royal Marine Academy

While not as famous as the academy in Eldor, Mendarn's Royal Marine Academy is a growing force on Tellene's western coast. Its recent growth directly relates to the diligent care of Captain Inon Torist, a hoary old salt who twice drove off dragon attacks while at sea. Motivated by his tireless drive for excellence, he has the ability to take the initiative in any situation.

Marine training takes a minimum of 16 weeks, with some specialists spending over six months at the Academy. The barracks house hundreds of marines at a time, while other buildings serve as mess hall, armory, instructor's quarters and a visitor's building. Occupants of the visitor's building typically include special instructors, nobility or foreign dignitaries that the King might wish to house outside of the capital.

Graduates of the Academy know how to fight in a variety of situations: aboard ship, boarding, defending, under water, assaulting a beach or select land-only missions such as guarding high profile nobility in foreign lands. They train with a wide variety of weapons: short sword, shortspear, crossbow, cutlass, dagger, light pick and net. They are proficient with only light armor and few of them use shields. Feats taught at the Academy include Alertness, Ambidexterity, Armor Proficiency (light), Combat Reflexes, Dodge, Explorer, Improve Cover, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Spring Attack, Weapon Finesse and Weapon Focus.

Depending on the Marine's specific job, he might also gain ranks in Balance, Climb, Heal, Hide, Intuit Direction, Move Silently, Profession (engineering), Spellcraft, Swim or Wilderness Lore.

Koraki Coalition of Swordmasters

A dwarven fighter named Kurtha operates this school and serves as head swordmaster. While he is specialized in the axe and personally prefers it over other weapons, he endorses the sword as the soldier's main weapon. Kurtha's building appears tiny when entered. There, visitors see a small office run by a small dwarf surrounded by many scrolls, parchments and books. The clerk and one or more instructors interview prospective students before they allow entrance to the school proper through a trapdoor that leads into a cavernous underground arena.

The school does not cater to beginners. Its students consist primarily of veteran soldiers, adventurers and mercenaries. While most students come to increase their chance of survival on the battlefield, some join to learn special techniques for fighting monsters. Still others wish to compare themselves to other fighters.

Graduates of this school (also known as swordmasters) are trained in many exotic fighting styles and tactics. All weapons are taught here, and graduates are encouraged to learn as many weapons as they can. Feats taught at the school include Alertness, Ambidexterity, Armor Proficiency (heavy), Blind-fight, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expert Tactician, Expertise, Great Cleave, Hammer and Anvil, Improved Critical, Improved Disarm, Improved Trip, Improved Two-Weapon Fighting, Knock Prone, Know Your Enemy, Mobility, Power Attack, Quick Draw, Smashing Blow, Sunder, Targeted Attack, Two-Weapon Fighting, Weapon Focus and Weapon Specialization (to fighters only).

CAREER PATHS

Creating a fighter presents little difficulty. Assign your highest ability score to Strength, then go with Constitution and Dexterity, and dump the low scores in your other abilities with disregard. Buy the best armor you can afford, get a weapon, buy a ranged weapon if you can still afford one, and head out in search of the gold, killing anything that gets in the way.

Creating an interesting hero with outstanding combat skills is a bit more challenging. Working with a model, or at least an idea of the direction you want your character to follow, provides some focus. A Chors barbarian that charges headlong into the enemy ranks, promising blood and glory for the Battle Rager presents quite a different image from a serene gladiator, resting his trident shaft over his shoulder while he stoically awaits whatever danger lurks behind the arena's opposite gate.

Whether you play a paladin, a ranger or a good old-fashioned fighter, it helps to have certain goals in mind when you create the character or advance in level and want to choose feats and distribute skill points. These examples show how warriors across Tellene compare to each other in attitude, skills and their approach to combat.

Chors Light Cavalry

The Chors are the less savage remnants of a once fierce tribe of Dejy warriors. Now inclined to trade with or ignore their neighbors, the Chors struck fear into the hearts of Kalamaran and Fhokki people alike until the 3rd Century IR. In 233 IR, Saint Shamur the Golden, cleric of the Shimmering One, brought his religion to the plains. While he did not convert all of the Chors, his teachings did convince them that the civilized folk produced things of value that should not be destroyed without cause. Unprovoked raids out of the Wild Lands slowed from a flood to a weak trickle.

The average Chors fighter is nonetheless a skilled and experienced foe. Their typical progression of feats goes as follows:

1st feat	Born to the Saddle
2nd feat	Mounted Combat
3rd feat	Ride-By Attack or Point Blank Shot
4th feat	Power Attack or Mounted Archery
5th feat	Improved Bull Rush or Rapid Shot

Vital skills include Balance, Handle Animal, Ride, Spot and Wilderness Lore.

Tharggy Infantry

The women of Tharggy have come a long way in a short time. Indeed, staving off the largest and most organized military force on Tellene motivated them to learn the art of war. In defending their independence, they immediately realized that the shock troop tactics upon which their men so heavily relied would not be as successful for them as for the husbands and fathers killed in the first wars with the Empire. A Kalamaran infantryman faced his most feared moment when the men of Tharggy crashed into the legion's front ranks.

Instead, the women adapted a cooperative style that allows them to concentrate their attacks against a single foe, dispatch him quickly, then move on to the next. Against the veteran troops of the Kalamaran Empire, this strategy worked very well. It proved even more effective against the giant humanoids that perennially pillage their outlying villages.

The average Tharggy fighter is a clever woman skilled with her sword and prepared to defend her home at any time. Her typical order of feats is as follows:

1st feat	Sisterhood of Arms
2nd feat	Hammer and Anvil
3rd feat	Guardian
4th feat	Quick Draw or Expertise
5th feat	Rapid Ready or Improved Disarm

Vital skills include Bluff, Heal, Innuendo (for secretly relaying battle plans) and Sense Motive.

Kalamaran Soldier

Once feared and respected by warriors across Tellene, centuries of poor training and neglect dropped the Kalamaran foot soldier from the pinnacle of military prowess to that of mere regular infantry. Unfortunately for the Empire's neighbors, as Kabori rose in power, so did the legion's foot soldier return to prominence. Relentless training, hard work and superior resources have all contributed to the rejuvenated infantryman.

As in days of yore, today the Empire's lowly foot soldier is a tough warrior. Training affords these soldiers the opportunity to recognize strength, stamina and high morale and to use them to advantage on the field of battle.

The average Kalamaran fighter is a strong and disciplined soldier. The typical order of feat progression is:

1st feat	Power Attack
2nd feat	Fearless
3rd feat	Cleave
4th feat	Knock Prone
5th feat	Ram

Vital skills include Climb, Intimidate, Jump and Tumble.

Eldoran Marine

Famous throughout Tellene for his ruggedness and his courage, the Eldoran marine fights on land and sea. While primarily known for fighting at sea aboard the large galleys favored by all of Brandobia, boats can deliver them to any point on the mainland as well. Their willingness to die for their king strikes fear and confusion into their enemies, while their ingenuous love of exploration and discovery earns them respect.

The average Eldoran marine is independent and shows strong personal initiative. The typical order of feats is as follows:

1st feat	Toughness
2nd feat	Weapon Focus
3rd feat	Combat Reflexes
4th feat	Undying
5th feat	Final Strike

Vital skills include Climb, Disable Device, Jump, Swim and Use Rope.

Zazahni Mercenary Crossbowman

Zazahni's notorious mercenary crossbowmen have been the deciding factor in major battles for the last two generations. Their reputation for honoring a contract, their steadfastness in battle and their willingness to go anywhere and fight anyone made them a famous force in a short time. They always bring excellent equipment with them, including good armor, a supply of bolts and shields.

Before the veterans induct a newcomer as a full soldier, the trainee must spend time as a shield-bearer for a seasoned crossbowman. The shield bearer carries a mantelet, light armor and a large melee weapon such as an axe or a greatsword in case an enemy manages to get in close.

The average Zazahni crossbowman is well-trained, well-equipped and ably led. The typical order of feats is as follows:

1st feat	Improved Initiative
2nd feat	Point Blank Shot
3rd feat	Precise Shot
4th feat	Rapid Shot
5th feat	Far Shot

Vital skills include Craft (bowmaking), Hide, Spot and Tumble.

Hobgoblin Soldiers of Norga-Krangrel

Hobgoblins, in general, respect only strength. As every hobgoblin must undergo strict military training, they have a long and glorious martial tradition. While they serve under superior officers, their leaders must constantly prove themselves on the field to retain their positions. Though most prefer swift, decisive battles, they also appreciate a prolonged test of heroic proportions.

The foot soldiers of Norga-Krangrel have no time for cowardly mounted tactics or extensive use of ranged weapons, nor do they seek to subdue or capture opponents in most circumstances. They prefer to do their killing up close and personal, within range of the smell of freshly spilled blood. These hobgoblins live for toe-to-toe stands against respectable opponents.

Hobgoblin infantry fight in well-organized, established maneuvers (making frequent use of flanking maneuvers), though each individual may seem at times to be a bloodthirsty maniac. Koraki and Kasite leaders respect the military leaders in Norga-Krangrel, who are known for innovative tactics and daring attacks. Most agree (if pressed) that the average individual hobgoblin soldier outmatches the average individual human soldier.

The average hobgoblin seeks advancement through personal glory in battle. Though some sil-karg undergo standard hobgoblin military training, they do not train soldiers of other races, all of whom they consider natural enemies. The typical order of feats is as follows:

1st feat	Hammer and Anvil
2nd feat	Power Attack
3rd feat	Cleave
4th feat	Great Cleave
5th feat	Iron Touch of Kruk-Ma-Kali

Vital skills include Climb, Intimidate and Jump. Some hobgoblin soldiers also work on improving their Balance, Listen and Spot skills.

NEW COMBAT OPTIONS

KICK

A kick is an unarmed strike that you make with your foot. A Medium-sized character's kick inflicts 1d6 points of subdual damage (Small characters inflict 1d4). Using a kick attack in the same round as making a normal attack incurs the same penalty as if you were using two weapons. The feats that offset some of the penalties for using two weapons do not apply to kicks. A kick attack counts as a light weapon (for purposes of two-weapon attack penalties and other conditions).

As with other unarmed attacks, you may attack with a -4 penalty to inflict normal damage instead of subdual damage. In addition, the awkwardness of such a kick attacks incurs a -2 circumstance penalty to attack rolls.

SHIELD DISARM

As a melee attack, you may make a shield disarm attempt. A shield disarm attempt provokes an attack of opportunity from the defender. You make an attack roll against your opponent's AC. If you succeed, you knock your opponent's shield away, removing the shield's benefit to your opponent's Armor Class until your next action. The shield disarm is very effective as part of a team effort. Often, a quick rogue with the Improved Initiative feat attacks first, knocking the shield aside. Powerful fighters and other characters with heavy weapons come in afterward and strike for large amounts of damage. The fighters often use the Power Attack feat to deliver particularly devastating blows.

THROW

As per the *Player's Handbook* (page 137), once you are grappling with an opponent (regardless of who started the grapple), you can make an opposed grapple check. If you win, you can damage your opponent, start a pin, break another's pin or escape.

Throwing your opponent is another option. You may only throw an opponent of your size category or smaller. You must roll your grapple check to escape with a -4 circumstance penalty. If you succeed, you throw your opponent up to one square (five feet) per point of Strength modifier (with a minimum of one square) in any direction you choose. The opponent falls prone in that square and suffers 1d6 points of subdual damage. If you fail, you are still grappling.

UNBALANCE

You may attempt to knock your opponent off balance with a melee attack. As a full-attack action, you make a melee touch attack against your opponent. If you succeed, your opponent must make a Balance skill check opposed by your Strength check. If you win the opposed roll, the opponent loses her Dexterity bonus to any checks (including Armor Class, Weapon Finesse and Balance checks) until her next action.

Chapter 9
Adventuring

"Nothing bad ever came from victory."
– Tullum, Kargi soldier.

TRAVELING THE ROADS

In the past, Kalamar, Brandobia and Meznamish each created a system of roads. These roads were instrumental to the rise of these nations to prominence and are now indispensable to the legions of merchants that travel across the Sovereign Lands. In addition, chanting pilgrims, simple farmers and hardened mercenaries use these roads to move from one city to another in streams slowed only by the most violent of storms.

Roads in Kalamar are nothing short of engineering marvels. Rulakan began construction of the roads and Kolokar continued the work, but civil engineers during the reign of Thedorus perfected and completed the task. Made of well-fitted paving stones supported by over three feet of packed stone, gravel and cement, the Kalamaran military engineers built these highways to handle heavy military traffic. These roads enabled the legionnaires to move their troops and equipment great distances in a fraction of the time it would have taken otherwise. The cambered and surprisingly straight roads boasted drainage ditches (on either side) to deter flooding and damage during the rainy seasons. Some thirty to forty feet wide, a complete legion, including the necessary supply trains, cavalry and siege engines, could comfortably move along its length.

During the uprisings of Kolokar's reign, whole contingents became lost or traveled miles in the wrong direction (in one instance, an entire regiment of Basiran spearmen went missing for six days). Shortly thereafter, to keep soldiers and others from becoming lost, signs were placed at each intersection to show clearly which road to take and the approximate mileage to the next destination. Furthermore, mile markers run the length of each such road, marking not only the distance traveled, but also the mileage to and the name of the nearest town in each direction. Finally, the engineers created a second ditch as an outer safety zone limit by uprooting (and constantly clearing) any trees or bushes between the safety ditch and the road. This prevented surprise attack from the undergrowth by highway robbers on unsuspecting travelers.

In the end, well-kept main roads ran between major cities, important strategic towns and military installations. Secondary roads of approximately the same size but made of flattened earth ran between towns and larger villages. These, too, designed by the legionnaires, followed a straight course and had drainage and safety-zone ditches. Finally, the tertiary tracks connected small villages and farming communities. Consisting of little more than a wagon-wheel rut path, these meandered almost randomly.

Today, the road systems in the Kalamaran Empire, the Young Kingdoms and southwestern Wild Lands follow generally the same design. In fact, the highways all remain intact, although the ones around Daruk, southern Shynabyth and western Tharggy lie in dire need of repair; the flagstones of entire stretches of these highways have been carried off for other uses. Outside of the main highways, the road systems of the Young Kingdoms have mostly deteriorated. The secondary roads have all but washed away, leaving nothing but a pothole-ridden, uneven and overgrown mess. The tertiary roads disappear if left unused for more than two years, but inside the boundaries of the Empire, the roads remain in good repair. The Emperor draws on prison and slave labor and even inactive infantry to maintain his highways.

Unlike the Kalamaran roads, Brandobian highways had their beginnings in trade, not war. Their roads are narrow, but well maintained. In fact, many hundreds of miles of the larger highways have fences along them to keep out herd animals. The basic Brandobian highway consists of a base in solid flagstone, the most common roads having ditches beside them for drainage. Their beautiful flagstone-hexed patterns, now partially overgrown with weeds, crisscross the land west of the Legasas from Cosolen to the southern edge of Mendarn. While northern Cosdol is still largely roadless, merchants throughout Eldor, Mendarn and southern Cosdol use the well-traveled routes that facilitate trade between the cities and towns. Pel Brolenon's roads show lesser craftsmanship, as the hex stones are not closely aligned, and the earth underneath is not as smooth. However, the Brolenese deploy slaves to maintain the roads; they keep them free of weeds and replace broken hexes when necessary. Outside of the Pel, harsh weather in the form of copious precipitation takes its toll on the roads. Thus, only major highways between cities and large towns are useable for their entire length. The elements have claimed portions of secondary routes and constantly eliminate and re-direct the tertiary paths, causing many a confused traveler to become lost.

King Miznoh and his lineage created the avenues of Meznamish. Originally constructed for the purpose of moving troops, these roads range from twenty to forty feet in width. The area to either side is typically clear for 50 feet, reducing the likelihood of ambush. During Meznamish's era of expansion, her armies expanded the system of roads until they covered the northern half of the island. Civil wars in Zazahni have largely destroyed that nation's roads, however, and the Ahznomahni roads suffer from neglect. The highways of Ohzvinmish and Meznamish still bustle with activity and move traffic quickly and relatively safely across the island.

PERILS OF THE ROAD - DISEASES OF THE SOVEREIGN LANDS

"When the King of Affliction has smothered Tellene in pestilence, he will remember his flock and will grant the Pestilent Ones the power to control all who would choose to live."

– Mugluck, orc cleric of the Rotlord

Aside from encounters with monsters, hostile people or inclement weather, travel on the roads and wilderness of Tellene offers another hazard to adventurers: disease. Disease, plagues and pestilence are common in medieval realms such as the Sovereign Lands. Factors such as lack of advanced sanitation, lack of knowledge of the methods of disease transmission and simple ignorance all add up to very a deadly sum. Fortunately, the Sovereign Lands are not as technologically primitive as many other worlds.

There are two religious groups in the Sovereign Lands that have helped curb disease, at least in cities and towns: the Builders of Law of the Founder's Creation and the Brothers of Logic of the Fraternal Order of Aptitude. The Builders of Law have been constructing and improving sewage and sanitation systems for centuries, which contributes to the cleanliness of the cities that benefit from their works. The Brothers of Logic have studied diseases in their attempts to quantify everything in the universe; their work with herbs and natural medicines has also contributed greatly to the eradication of disease and the halting of plagues. Unfortunately, the activities of another faith of the Sovereign Lands has more than made up for the positive effects of the efforts of the two aforementioned groups: the Pestilent Ones of the Conventicle of Affliction.

The Conventicle of Affliction exists for one purpose: to spread disease and the horrors that it causes as far and wide as possible. In so doing they have created and unleashed diseases that have extirpated whole tribes and cities. The diseases they create are usually remarkably resistant to natural and magical cures, though fortunately the worst diseases tend to be rare, as they kill off the entire afflicted population and then die off when they have no where else to go. However, some of the most advanced diseases can lie dormant for decades or even centuries while waiting for a living victim, and thus disease can strike anywhere at any time in the Sovereign Lands.

Infection: Catching Diseases

Catching a disease is usually a matter of luck (or ill-luck). Few diseases are actually able to hunt for victims; they must be carried in some way, or they lie in wait in moist, hot and filthy areas. Many vermin carry diseases, though the vermin themselves are not necessarily affected. Some diseases travel through the air, while others come from eating afflicted meat, drinking contaminated water or touching afflicted people. The occurrence of disease is up to the Dungeon Master.

Curing Diseases

Various precautions against disease exist; some may be valid while others may just be old wives tales. Some diseases have natural cures, or at least remedies, while only a *remove disease* spell or ability may cure others. Some such remedies for the diseases described in this book are available in the Kenzer & Company *Lands of Mystery* adventure module.

THE ROTTING FLESH DISEASE OF GHARR

Where is the Disease Found? The Rotting Flesh disease is (currently) only found in the village of Bhorr's Bend in the Narrajy Forest. A Pestilent One named Gharr developed it in order to wreak revenge upon the people of Bhorr's Bend. It is an extremely potent and vile disease. Should the disease come to the attention of other Pestilent Ones, or become introduced into the water sources of large towns and cities, it could cause the deaths of thousands.

How is the Disease Contracted? The disease is transmitted through fouled waters; other methods may be possible.

Who Carries the Disease? Any human, demihuman, humanoid or animal can contract this disease.

Stages of the Disease

Stage One: Symptoms include mild cramping and heartburn.

Stage Two: Symptoms include major cramping, heartburn and horrid breath.

Stage Three: Symptoms include crippling abdominal pain and horrendous gas, breath smells like rotting meat, difficult to eat or drink, or concentrate on doing anything.

Rotting Flesh Disease: Infection Ingested; DC 16; Incubation 1 day; Damage 1d6 Con, 1d3 Str.

ORC SHINGLES (A.K.A. SLOW ROT, SWINE RASH)

Where is the Disease Found? Orc Shingles is found throughout the Young Kingdoms and the Wild Lands. It is an old and common disease, found among the lower classes, mostly beggars. It may also be found near large orc populations worldwide.

How is the Disease Contracted? Orc Shingles is contracted by touch; specifically, touching an afflicted being on an afflicted spot of skin.

Who Carries the Disease? This disease can only affect humans, demihumans and humanoids.

Stages of the Disease

Stage One: Symptoms include itchy skin and a slight rash.

Stage Two: Symptoms include rashes on 50% of the body, large boils, and open, oozing sores.

Stage Three: Symptoms include rashes on 75% of the body, very large bleeding boils, open, infected oozing sores, and a general physical weakness.

Stage Four: At this stage, the victim's skin begins to liquefy. Rashes cover 100% of the victim's body, most of which is covered in sores and boils.

Orc Shingles: Infection Contact; DC 14; Incubation 1d6 days; Damage 1d6 Con, 1d2 Cha. When damaged, the character must succeed another saving throw or 1 point of temporary Charisma damage is a permanent drain instead.

GOBLIN POX (A.K.A. MAGE BANE, BABBLING SICKNESS)

Where is the Disease Found? Goblin Pox is found in regions with high goblin populations. It is most commonly found among forest or swamp dwelling goblins. It is rarely encountered outside of goblin communities.

How is the Disease Contracted? Goblin Pox is passed through the air, usually through coughs or through the explosive expressions of the guttural goblinoid language. It is highly contagious.

Who Carries the Disease? This disease can affect only humans and most humanoids, but dwarves, gnomes, halflings and hobgoblins are immune. Known carriers are usually slain on sight, though in Kalamar they are unmolested if they wear red robes and white masks and ring gold bells to warn of their coming.

Stages of the Disease

Stage One: Symptoms include a slight rash and small red spots on the skin.

Stage Two: Symptoms include rashes, large red splotches on the skin, fever and dizziness.

Stage Three: Symptoms include rashes, very large red splotches, babbling and muttering, and a general mental malaise.

Stage Four: At this stage, the victim's brain begins to turn to mush. Rashes cover 100% of the victim's body, most of which is also covered in horrible red splotches.

Goblin Pox: Infection Inhaled; DC 14; Incubation 1d3 days; Damage 1d4 Int. When damaged, the character must succeed another saving throw or 1 point of temporary Intelligence damage is a permanent drain instead.

THE BLACK PLAGUE (A.K.A. KISS OF THE ROTLORD)

Where is the Disease Found? The Black Plague is found throughout Tellene. It is believed to have originated during the War of the Gods thousands of years ago when it was unleashed by the Rotlord on the followers of his enemies. It is one of the most potent common diseases extant today, due to its virulence, ease of transport and difficulty of cure. It is most common in urban areas, especially large cities that lack good sanitation.

How is the Disease Contracted? Fleas that live on rats, mice and similar creatures carry the Black Plague. The fleas leap from their current carrier to humans and then the disease leaps from the fleas to the human victim. Contrary to popular belief, the disease is not carried by air or vapors, and thus rose petals and scents do not ward off the plague.

Who Carries the Disease? Elves are naturally immune to the Black Plague. Other demihumans and humans are susceptible to the plague, as well as humanoids.

Stages of the Disease

Stage One: Symptoms include fever; itching and blackened skin around lymph nodes is common, and the first sign of the disease.

Stage Two: Symptoms include tiredness, dizziness, fever and swollen lymph nodes.

Stage Three: Victim is bedridden; symptoms include continued fever and chills; severe, bloody cough; large, painful puss-filled buboes; blackened, infected lymph nodes; and swollen glands.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly.

The Black Plague: Infection Contact; DC 16; Incubation 1d6 days; Damage 1d6 Str, 1d6 Con, 1d2 Int. The victim must make three successful Fortitude saving throws in a row to recover from the Black Plague.

THE ROTTING DEATH (A.K.A. GREEN ROT)

Where is the Disease Found? The Rotting Death is an uncommon tropical or sub-tropical disease that can flare up in temperate regions during hot and humid summers. It is found among jungle or swamp dwelling populations.

How is the Disease Contracted? The Rotting Death travels by contact with an infected being or through contact with items that were held (or worn) by infected beings within the last 24 hours. The Rotting Death also lies in wait in still pools of water. It can be contracted by touching or drinking such water.

Who Carries the Disease? Any race can carry the disease. Known carriers in Svimohzia are required to wear green robes, continually sound gongs, and avoid entering cities and towns, but are usually unmolested otherwise. Carriers in Kalamar and Reanaaria are usually slain when discovered, normally with flaming arrows, as fire supposedly slays the disease.

Stages of the Disease

Stage One: Symptoms include itching and runny nose, slight fever.

Stage Two: Symptoms include extreme itching, a greenish rash with boils, and weakness.

Stage Three: Symptoms include rotting flesh, and muscle and a horrible stench.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly.

The Rotting Death: Infection Contact; DC 14; Incubation 1d3 days; Damage 1d4-1 Str, 1d4-1 Con, 1d4-1 Cha. When damaged, the character must succeed another saving throw or 1 point of temporary Strength and Charisma damage is permanently drained instead.

The Blue Death (a.k.a. Kennad's Vengeance)

Where is the Disease Found? This is a rare disease found in arctic and sub-arctic regions, notably in the Lands of Torakk, the Jorakk Mountains and the Dashahn Mountains, though it has been found in northern Cosdol and the northern Brindonwood as well. It is active during the short northern summers and lies dormant during the winter.

How is the Disease Contracted? The Blue Death is found in the ponds that form on the northern plains and forests during the summer months. Contact with infected water or drinking it has the same effect, as does eating the flesh of an afflicted creature; merely touching an afflicted being does not constitute exposure.

Stages of the Disease

Stage One: Begins 4d6 hours after infection. Symptoms include a chill that no fire will warm.

Stage Two: Symptoms include aching joints; the chill is now noticeable by others as the skin starts to turn bluish-white. The victim no longer sweats even under extreme physical strain.

Stage Three: Symptoms include frost forming on the victims' skin, which turns ice blue; victims' hair starts turning blue, as do the whites of his eyes and his irises.

Stage Four: Symptoms are the same as stage three, only far more painful as the victims' skin shatters cracks, rifts form at joints whenever the victim moves. When the victim's Constitution reaches zero, he freezes and turns into ice, as though dipped in liquid nitrogen.

The Blue Death: Infection Ingested; DC 18; Incubation 4d6 hours; Damage 1d4 Dex, 1d4 Con.

The Dancing Death

Where is the Disease Found?

The Dancing Death is an uncommon disease found almost exclusively in the Brandobian lands; it has been surmised that a Pestilent One in the region created the disease in Eldor and that it thus far has not spread elsewhere because of the surrounding mountain ranges and seas.

How is the Disease Contracted?

The Dancing Death can be contracted only by the touch of an afflicted being in Stage One or Stage Two. By Stages Three and Four the disease has altered to the point where it is no longer contagious. Rumors say that if the ashes of one that has died due to the disease are put into a drink, the drinker thereof will contract the disease.

Who Carries the Disease?

This disease affects only humans, demihumans and humanoids. Animals are not affected.

Stages of the Disease

Stage One: Symptoms include random ticks and jerky reactions.

Stage Two: Symptoms include loss of appetite, queasiness of the stomach and increased ticks and involuntary movements.

Stage Three: Symptoms include frothing at the mouth, involuntary movement and speech, usually loud, nonsensical chanting and muttering.

Stage Four: Symptoms are the same as Stage Three, only magnified to the point where the herky-jerky movement of the victims makes it look as though he is "dancing." Victims stumble and shuffle about in a mad, screaming, frothing mania; victims "dance" until their Constitution reaches zero, at which point they die.

The Dancing Death: Infection Contact; DC 16; Incubation 1d6+6 hours; Damage 1d3 Dex, 1d3 Con.

Player Character Nobility

"A noble is an amazing man. He works harder at idleness than most men work to live." – Anonymous peasant

In your campaign, it might happen that your character gains enough prestige, power and influence to be granted land and a noble title (or even earn a crown) on her own merit. A charismatic leader could reunite the fractured dukes of Zazahni, a Malavlan hereditary chieftain could rebel against Eldor, declaring her people independent, or a sil-karg warlord could carve a new kingdom out of Norga-Krangrel and the Elos Desert.

However, before a character is knighted (or granted even higher status) by a noble, that noble must consider several things. Of highest priority is the would-be noble's loyalty. The noble must reflect upon the character's religion, personal goals, past history and associates (including other PCs). Nobles do not grant title to those who would earn them new enemies or call into question their own loyalty to their superiors.

Knights (sometimes called Baronets) are not hereditary nobles. The children of a knight (or a knight and a dame) are freemen, but not nobility. Knights can be either landed (owning land) or unlanded. If a knight is landed, he is responsible for turning over a portion of his land's resources in taxes (usually only a few small farms). In either case, a knight's primary duty is military service. However, it is possible to avoid even that; often, the knight can escape military service by paying a scutage, or tax, to his liege. Theoretically, the summoning noble can use the scutage to hire mercenaries or better equip other troops. In times of emergency, nobles do not allow scutage; only a personal appearance suffices. A knight's failure to appear when summoned marks him as a traitor and earns him an execution (when caught). Desperate lords might order a call to arms for the sole purpose of collecting scutages. Such an act might be compared to extortion, but in reality it is merely another tool of statecraft.

Barons are the lowest rank of noble whose children automatically inherit noble status. They typically rule a fief the size of a village or several small farms. Generally poor relative to the rest of the aristocracy, barons earn barely more than a successful craftsman or artisan. However, they have far greater legal rights and options than such workers.

Counts rule small cities, large towns or several small towns. Counts are wealthy and more powerful than barons. They hold the loyalty of anywhere from three or four barons to a dozen in certain regions. A count's land is known as a county.

Dukes rule cities, many towns or a large region of the nation. Dukes are often related to the sovereign, if distantly, and command great power. An archduke is simply a duke who rules an especially large duchy. Archduke E'Dos Kalanasi II rules P'Bapar, for example, an independent city with a large region under its direct influence.

Princes might be either hereditary independent nobles or royal family members. Like the previous titles, the title of prince connotes subservience to a higher authority. If there is a prince, people know that he answers to a king.

The king is the ruling sovereign of a region. In lawless Zazahni, also known as the "land of a thousand kings," the kings are actually dukes who fight over which one of them will eventually become a real king.

NOBILITY IN KALAMAR

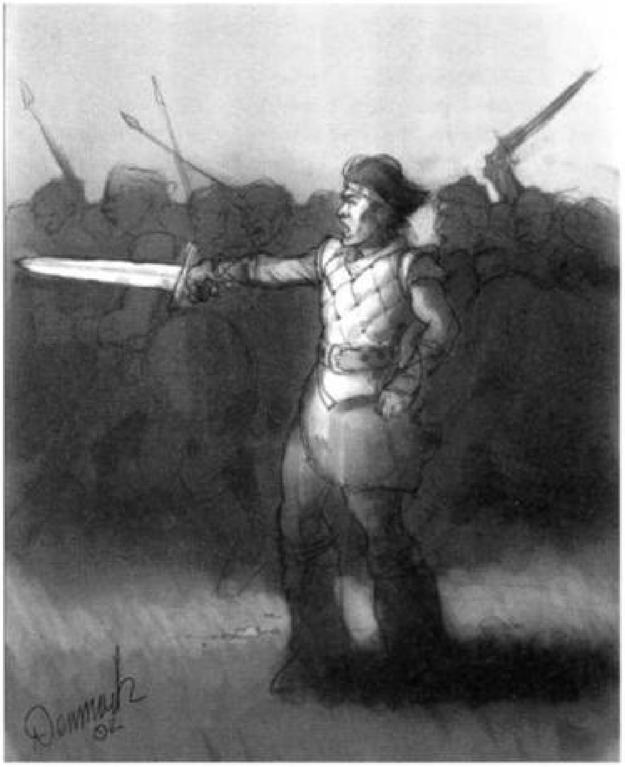
Emperor Kabori has made two things quite clear: he expects competence, and he has no loyalty to any family - including his own. While the traditional familial powers find this lack of adherence to custom a serious affront, few dare argue the point in public. On the other hand, the attitude has created an entire new layer of nobility that is young, motivated and full of fresh ideas. The invigoration of the staid nobility has certainly had a positive impact on the Empire, and it has reversed the degeneration that has gone on since the departure of so many kingdoms.

While this new nobility is mostly comprised of soldiers who have proven themselves in battle, enough of these new nobles rose from the ranks of adventurers that a wide variety of folk have moved into the Kalamaran kingdoms, hoping to earn themselves a title. If opportunities do not fall in the laps of these would-be gentry, the less patient instigate trouble, hoping to be noticed by the right lord.

NOBILITY IN SVIMOHZIA

The same closely related families that have ruled since Meznamish's brief empire comprise the current nobility of Svimohzia, and gaining access to this tight fraternity is extremely difficult. The situation is somewhat more lax in Zazahni, whose royal family was eradicated some time ago. The nobles marry solely for political reasons, changing their alliances as often as they change their wives. Since nearly all nobles in Zazahni keep concubines or mistresses, nominal heirs are actually born of commoners more often than not. Outsiders who prove their loyalty to extremely suspicious lords might be able to gain a small amount of trust in Zazahni.

Ul-Karg is the exception. Hobgoblin lords keep their position only as long as they maintain it. The king does not care who pays the taxes, as long as they get paid. Additional taxes (that is, bribes) are encouraged, if not actively solicited.



A noble orders his troops into battle.

Nobility in Reanaaria Bay

Reanaaria Bay differs from most of Tellene in that the oldest continuous monarchies rule smaller, nonhuman "nations." Halfling and gnome settlements report to a "king" who rules a clan of only a few hundred. The human and mixed settlements are usually independent cities ruled by an elected mayor and appointed aides. Successful adventurers with excellent diplomatic skills could rise to power here.

Another type of nobility can be found in Skarrna, which is culturally Fhokki. Skarrna follows the Fhokki traditions of powerful rulers with close personal contact with their vassals, and loyalty reinforced by frequent cultural and social activities. The eight Skarrnid leaders, called 'Skryvalkkers' or 'battle lords', have formed a bond of mutual protection (both military and economic). Each Skryvalkker has a council seat (one of eight total) to which he traditionally sends a representative (though he attends important meetings himself). Aside from the battle lords, there is no nobility in Skarrna. The best a player character could hope for in Skarrna would be a position as aide to a Skryvalkker, although in times of upheaval anything could be possible for a mighty warlord in the right place at the right time.

DM'S NOTE: ADVENTURING NOBLES

It is hard to imagine a ruling noble rising from her throne in order to enter a filthy dungeon. Even so, it is not entirely uncommon for a noble's heirs or relatives to move among the people in order to handle various affairs personally. A player character might be the younger brother or youngest daughter of a ruling noble, someone who has a definite and sincere interest in making sure the throne is secure and the noble's goals are pursued. In fact, the adventurer's relative on the throne might harbor a secret envy for his cousin, free to come and go as he pleases, and able to handle things directly instead of having to rely on others.

A noble's adventures might revolve around ensuring that the tax (several wagons of wheat, rye, barley or cloth) arrives where it belongs on time, collecting the same taxes from vassals, rounding up unlanded knights for military service, responding to pleas for help from commoners, correcting the behavior of vassals who do not portray their liege in a positive way (such as the greedy baron who sets up illegal tolls or allows smugglers through his lands) or slaying monsters that eat peasants and livestock indiscriminately.

Other adventures might involve less combat and more role-playing, emphasizing the area's culture. A character might have to take a gift to a liege, appeal to a temple for aid, remind the local merchant guild that wealth does not equate to rights by ordering it out of a city, oversee the construction of a fortress or tower (at the character's expense, of course) or arrange a wedding.

Noble player characters do present several problems, including the noble character ordering the other PCs around, drawing on extreme financial or other resources, or always being able to call in a favor in order to save the party. Letting the player know that other players do not appreciate uncooperative behavior usually settles the first problem. The problems of excessive monetary and other resources can be a bit trickier. Until the party attains a level wealth at which they need not rely on NPCs for their *remove curse* and *greater restoration* spells, these NPCs are vital. Instead, use this "favor" as a springboard for an adventure. For example:

DM: "Okay, your cousin the Abbot says he can use his divine magic to restore your Strength. Instead of casting a spell, though, he shifts his weight from foot to foot and reminds you about how much face he - and the rest of the family, ahem - lost when that holy relic was stolen from the temple last month. It wouldn't really be wise for him, he explains, to do favors for any family members unless the Censor and Twelve Candles of Palabras were returned by the festival of Summer's End. That's in nine days, you know..."

Nobility in the Young Kingdoms

The initial rulers of the modern Young Kingdoms were mostly provincial governors under the Kalamaran Empire. As communication from the shrinking Empire (and enforcement in the form of Imperial Soldiery) became more infrequent, these governors gained power and eventually autonomy. With governments modeled after the Kalamaran Empire's, the Young Kingdoms have some of the most stable and yet flexible on Tellene. P'Bapar, Ek'Kasel, Pekal and Paru'Bor are governed by monarchs, while Korak is a militocracy and Ek'Gakel is ruled by a chancellor elected to a lifelong office. Neither of the latter two countries has a noble class, though for all intents and purposes, Ek'Gakel's merchant class functions as one, as does Korak's officer class. Player characters will find it easiest to climb the ranks in these latter two countries as wealth and military skills can earn rank without the hitch of approval by a perhaps disinterested or demanding noble.

Nobility in Brandobia

The ruling monarchs of former Brandobia are accustomed to a strong central government, with power residing not in archdukes and princes, but in Ministers appointed by the king based on proven ability. Background and family do come into play, but not as much as in other nations. Player characters can gain great political and social power without the necessity of a grant of land and oath of personal loyalty that accompanies accepting a noble title. On the other hand, poor execution of a position might result in severe or even lethal punishment.

The kings of Eldor, Mendarn and Cosdol demand that all princes, dukes and most counts renew their oath of fealty at a special holiday in the early spring. The date of the holiday changes, but typically falls around the 15th of Renewal in Eldor and two weeks later, near the beginning of Sowing, in Cosdol and Mendarn. Besides the principal purpose of reminding the nobility where their loyalties lie, this gathering gives the monarchs the opportunity to drag the nobles out of their castles for a few weeks. This conveniently keeps them away from their own power bases and forces them to travel across the kingdom at their own expense.

Nobility in the Wild Lands

With the exception of Tharggy, Thybaj and Shynabyth, kingship in the Wild Lands lasts for as long as you have the army to maintain it. Few civilized lands have endured more than a generation or two. Titles and lands are commonly given out, sometimes even to people of questionable administrative ability, with a caveat: you may be the lord there if you seize the land from the king's enemy. The enemy might be a rival monarch, a rebellious vassal or an upstart warlord.

An adventurer receives knighthood.

To complicate matters, estates are typically divided among all the children upon the passing of the parents. Unclear borders, the lack of a written will, or outright greed cause conflict in these divisions, resulting in greater chaos within the state. Periodically, a strong leader conquers the lands of his weaker neighbors, collecting these estates into areas similar to what they were a few generations before. Thybaj neatly manages to avoid this problem, for the position of Shajody (chieftain) is not a hereditary seat. The former Shajody chooses a trusted friend as his replacement, hopefully before his retirement or death.

Taxes in the Wild Lands are commonly given in units of trade: 3,000 head of cattle, 20 bushels of wheat or a wagonload of pig iron. Lords from the "civilized" lands might thus call a particular noble the "king of pigs" or other derisive titles. Despite their scorn, the Wild Lands are rich in mineral and animal wealth, and the strong monarch can draw a fortune from the ground. That is, of course, if he can protect the folk who do the work and maintain enough order to facilitate the trade necessary to turn lumber into gold.

TEMPLE RANK

"I hear that one cleric with true faith is equal to a hundred men who have only swords. Now, if I only had a hundred clerics..." – Mewneha, High Rejoicer of the Guardian

Characters that join an organized religion may choose to follow the path of temple official. The temple official is a dedicated member of the clergy, as faithful as his wandering kin, who believes that she has the skills and temperament to assist the structure of the faith's organization. These folk include everyone from the lowly guardian of a wayside shrine to the highest spiritual leader of the faith.

Clerics do not automatically improve their rank in the church hierarchy as they rise in character level (even in cleric class level). Instead, the prospective official must meet certain requirements of knowledge, dedication and skill. In game terms, this dedication is measured in skill ranks, miscellaneous requirements and an expenditure of experience points. As with any voluntary expenditure of experience points, a character may not choose to spend experience points if doing so would place her below the minimum for her current level.

In fact, the temple official need not be a cleric at all! Lower ranks are open to paladins, monks and other faithful followers, even commoners. In most religions, rogues are suspect and barbarians among the hierarchy would be downright bizarre. However, most faiths open their doors to all who have a proven willingness to advance the faith, deity and ideals of the church.

Advancement

You must advance through each rank, skipping none of them. You may advance through as many ranks as you like at each character level, as long as you meet the requirements. Ask your DM if there are any additional requirements. It is appropriate to demand that a high-level cleric of the Riftmaster have a certain number of ranks in Spellcraft, for example.

Since each clergy has different titles for its ranks, and the faiths have different numbers of ranks, the clerical titles compare to these ranks in different ways. Servants of the Swift Sword, for example, have eight titles. Clerics of ranks 2 and 3 have the title Defender, and ranks 4 and 5 are Protectors. After that, each increase in rank brings a new title. See the *KINGDOMS OF KALAMAR* campaign setting sourcebook for further details.

Depending on the clerical order and circumstances at the time, higher ranks may only be available in restricted numbers. Your DM is perfectly free to restrict movement beyond rank 6. Becoming such a powerful, influential member of the world merits special attention. This significant event requires role-playing beyond simply attaining the stated numbers. In other words, your character may only gain these ranks with the DM's approval.

RANK 1

Description: This beginning rank within the faith is open to all ordained clergy. It carries the lightest duties and restrictions, and all adventuring clerics and druids have this rank without cost. The role of this rank is that of a wandering missionary in nearly all faiths.

Duties: You must accept donations. This privilege differs from that of collecting tithes. You must turn collected monies over to the nearest or most appropriate temple within a reasonable amount of time. You may not borrow from or intermingle the funds with your own (although many clerics do one or both).

You must strive to maintain roadside shrines that you find in your travels. Typically, these duties include simple cleaning, chopping a few pieces of wood to replace what you use and removing graffiti or other unsightly leftovers from faithless (or blasphemous) trespassers. From time to time, this duty includes the removal of some dangerous beast that has made the shrine its home. You may freely call upon companions for help in this matter.

You might be required to perform ceremonies appropriate to your faith, which principally include marriages and funerals. Many faiths also prefer the presence of a cleric at births so they can bless the child.

Primarily, you must display your faith openly and attempt to recruit others to pay greater attention to your faith. Converting someone to exclusive worship is a rare accomplishment and an outstanding coup. Recruiting a person to become a cleric of your faith gives you great prestige among your peers.

Privileges: Most clerics consider the ability to perform ceremonies a great privilege. They are a central part of the lives of the people around them, and they enjoy being able to guide their friends and neighbors through life with their counsel and wisdom.

Few material benefits exist at this level, but they do include the right to three days' room and board at any temple or monastery of your faith. Allied faiths (see the *KINGDOMS OF KALAMAR* sourcebook) extend room and board for at least one day, perhaps more if the cleric is performing useful favors in return for his stay (such as guarding the temple's poor box, copying documents or casting spells).

DM'S NOTE: ADJUDICATING PUNISHMENT

When determining whether a cleric's actions warrant punishment, carefully read that god's description in the *KINGDOMS OF KALAMAR* sourcebook and determine if the offense is a matter of form or faith. Form refers to the institutions of mortals, that is, offenses against the laws or policies of the clerics, not the gods. Keeping a tithe too long, short-changing the tithe, or abusing the relationship between mentor and acolyte (perhaps by seducing her) are all examples of offenses against form. These offenses earn minor retribution, usually in kind. Stealing earns a fine, short-changing earns reduction of stipend and abuse results in the removal of the abused follower.

Offenses against the faith are usually far more serious (from the cleric's point of view). A cleric of the Traveler who fails to make any journeys for over a year, who advocates heresies such as staying in one place and who urges merchants to use shorter routes commits grave crimes against his faith. The church may reduce or remove the cleric's rank, reassign his followers and/or demote him one or more ranks. If the offenses are serious enough, the church might prohibit him from ever gaining rank again.

RANK 2

Description: Clerics of this rank are most often permanent guardians of a shrine, whether on a traveled road or a shrine in their own homes. Alternatively, they might have extremely minor positions in a city temple. In order to achieve this rank, you must spend 100 XP and obtain (through purchase, gift or otherwise) a copy of the faith's canon.

Duties: The increase in duties varies with the priesthood, but you must be more dedicated to your particular shrine or shrines. Should a senior member of the faith visit and find the shrine unattended, you might be punished according to the faith (fines for good or neutral faiths, physical punishment for evil faiths). If you serve in a city temple, you might be responsible or partially responsible for an element of the temple, such as the school or the graveyard.

You must also perform services for worshipers at the shrine, but these occasions are rare and take place when you have visitors, rather than on regular occasions. Your faith might also require you to perform services on holy days, regardless of the presence (or absence) of other worshipers.

Privileges: You may ask for one potion from your faith. A follower, a senior cleric or a traveling paladin gives you the item within 1d6 days. The potion must be of less than 300 gp value, and you must make a payment of equivalent value in gold or services (such as spells or holy water).

At this rank and each higher rank, you may appoint clerics (and others) up to one rank below you. The character must meet the requirements and pay the experience point cost, but you can always find a role within the church for a close ally. You may also reduce the rank of clerics one rank (or more) below you (initially) as punishment for transgressions. At low level, this power is subject to extreme scrutiny, and your judgment is subject to reversal by senior clerics.

RANK 3

Description: Your character is a rural cleric of a village or other settlement of 900 or fewer people. If in a city, you might lead services one day a week or have a moderate responsibility, such as running a hospital. To reach this rank, you must pay 250 XP and must have at least 4 ranks in Knowledge (religion).

Duties: You accept tithes from the faithful and surrender them to the temple. You must surrender these tithes to an appropriate location or individual within 30 days.

Privileges: At this rank, you gain your first follower, a 1st-level adept. This character does not have the lifelong devotion to the faith that a full cleric has, nor is she willing to go on adventures with you. Her job is to assist you in your temple duties and learn from your experience.

This rank is the lowest at which you can ordain new clerics. Training a new initiate takes 5-8 weeks of game time or more depending on circumstances (and the DM's discretion), after which the character may (if she has enough experience points) gain one level of cleric. You receive room and board, plain clothing and enough food for yourself only, but the benefits are indefinite.

Your position in the faith allows you to demand the use of one minor magical item. The item must be one that could be created by a cleric of your level, and you must make a token payment of 1 gp per XP spent in the item's creation. The item becomes available within one week and is delivered by an unquestionably loyal (either by devotion or fear) member of the faith.

Rank 4

Description: You are a cleric of a town or other settlement of fewer than 5,000 people. If you are a city cleric, you minister in a smaller or older temple. To reach this rank, you must pay 500 XP and you must have made a copy of the faith's canon (an exact duplicate of the text and, depending on religion, components, as possible).

Duties: Your position in the public eye requires you to act within the dictates of the faith. As an example for the followers and worshipers, you must adhere to a strict code of conduct. The code varies from faith to faith, but deviation from the code results in a loss of benefits (including stipend, followers and/or permanent loss of rank, depending on the frequency and severity of these abuses).

You must also oversee the other clerics of the temple (if any). Besides preparing and delivering sermons, you plan holiday events, maintain your building (or buildings) and perform other works to further your faith's tenets.

Privileges: Your character's followers now number 1d3 1st-level clerics. Only one of these characters might be exceptional in Wisdom or have feats worthy of an adventurer. The others wish to pursue more cloistered lives. Otherwise, these followers make excellent servants, assume some of the temple's duties and solve routine problems on their own. They honestly (out of devotion, fear of retribution or both) turn over the monies they receive from donations or for performing services, and expect little in return other than your guidance and teaching (and perhaps protection).

You receive food, clothing and lodging for yourself and your family. If you have no family, you instead receive a one-time stipend of trade goods equal to 25 gp.

Rank 5

Description: Your character is a cleric of a city of 5,000 or more people. To reach this rank, you must pay 1,000 XP, be able to cast divine spells and have at least 4 ranks of Diplomacy. If you live in a town, your faith has gained you a reputation in the area and a few families begin to move into the area just to follow your leadership and counsel.

Duties: As a community leader, people now bring you secular problems as well as problems of faith. You resolve as many of these issues as you can with counsel and words of wisdom. On others, you must assign your followers to investigate, arrest or punish wrongdoers. You must use your resources wisely and know when to delegate this responsibility and know when you must address the situation personally.

Privileges: Your temple includes an even greater number of loyal followers at this rank. The senior cleric below you is now a cleric of level 1d4+2, and you also oversee 1d3 1st-level clerics. The temple employs 1d4 commoners or experts as well. Typical commoners include cooks, grooms, messengers, personal servants and laborers; experts include scribes, librarians, herbal-

DM'S NOTE: ADJUDICATING FOLLOWER ACTIONS

Followers do not replace role-playing by the players. Used properly, they enhance the campaign by giving the players a chance to time their activities. While the player characters finish one adventure, or heal and recover from another, the cleric may send his followers to investigate rumors or adventure leads. You might decide on their success, or roll a d20 and add the follower's level (only the highest in the case of multiple followers). On a roll of 1, the followers suffer a casualty and return unsuccessfully. The casualty need not be a fatality; the cleric could have been captured, turned to stone, suffered a permanent level loss or suffered some other major harm.

On a 20 or higher, the followers were more or less successful in solving the problem. They prevented the evil cult from summoning a demon, they returned the kidnapped child or they discovered who murdered the visiting dignitary. They might even return with tribute for the temple in the form of gold or a magical item.

Results between these successes and failures indicate a partial level of completion. The followers learned some information (that you then give to the player as background for his adventure), but they return home unsuccessfully (thereby necessitating the involvement of the player character and his companions). Assigning this level of completion is better than rolling a die because it prevents luck from resolving an entire adventure that you had planned for the party.

If a player begins to abuse the benefit of having a follower and the game suffers, you may warn the player through complaints from the follower, minor acts of disobedience, comments from peers, etc. If the abuse continues, you may declare that the follower was lost, killed, recruited by another faith, fell in love and abandoned the priesthood, etc. Meeting the follower later as a vampire-spawn might make the abusive character a little more reluctant to overuse his followers!

DM'S NOTE: MAGICAL GIFTS IN THE FAITH

The bestowal of a gift from a senior cleric is a perfect opportunity for an adventure. Not only does it make for a unique springboard, but it provides a chance for the player character to identify closely with the item, making it special to the player as much as to the character. The item might be the target of theft, it might prove to be a fake (requiring the PC to discover the location of the real item) or it might be incomplete (such as a mortar that needs the accompanying pestle to fully function).

ists and others. These followers are all in addition to the ones gained at ranks 3 and 4.

In addition to room and board, you now have a personal servant to assist with daily chores such as cleaning and laundry. This servant is a 1st-level commoner with no exceptional abilities or skills. The servant does not perform extraordinary acts of courage such as adventuring, defending the temple with his life or undergoing quests in the temple's name. You are entitled to a stipend of 50 gp per month as well.

RANK 6

Description: Your character is the chief cleric of the faith in a city of 10,000 people, a smaller city with an extremely large rural population, or a busy trading city with many visitors. In order to attain this rank, you must pay 2,000 XP and have at least 8 ranks of Knowledge (religion).

Duties: At this rank and higher, your character's sphere of influence increases dramatically with each rank. Your character now ministers to a large number of followers; you might oversee 1,000 worshipers for large holy days if your faith is popular in your region.

Privileges: You accumulate an additional 1d4 clerics of level 1d4+3 each, plus 2d4 1st-level cleric acolytes as new followers.

You also gain special benefits of your faith. You may create a special unique spell in concert with the DM. This spell is a rare or restricted spell available only to those clerics who show the wisdom and dedication to earn it. It can be of any level you can cast and you pay nothing for the spell.

RANK 7

Description: You lead a temple in a large city and minister to at least a thousand faithful worshipers. By this time, you influence not only your immediate city, but thousands of farmers, merchants and travelers in the area near the city as well. You may also set policies for the clerics underneath you, including punishments for offenses, rewards and promotions, fees for services and other details of clerical life. You must pay 3,000 XP, have at least 8 ranks in Sense Motive and you must have written one treatise or commentary on the interpretation of a portion of the faith's canon to earn this rank.

Duties: Your temple and its priests are influential not just within your community of followers, but within your overall community as well. Your faith introduces powerful merchants to each other, serves as a meeting point for nobility and attracts the attention of thieves and other criminals. A monarch, royal noble or powerful unrelated noble may ask for your service. The noble expects you to respond to this summons, but you gain great prestige by doing so.

You are a powerful individual yourself. You might have to oversee several ministering clerics and handle any troubles that are too much for them to handle alone. At any given point in time, you might have to administer the building of a new temple or school, appoint a new cleric, hear the solicitation of nobles or guildmasters and entertain visiting clerical dignitaries. Somehow, you are also expected to write theses, correspond with your peers, cast spells beyond the capacity of your junior clerics and maintain the connections that might allow you to gain greater rank within the faith. The demands on your time are extensive.

Privileges: Due to your prestige and position in the community, you are immune to prosecution for violations of secular law. If you break the law, you might still go to prison or pay fines, but your sentence will be handed down by the faith instead of by a magistrate (of course, if you are a cleric of the Courts of Justice, have no doubt that your punishment will be severe!).

In addition to the followers gained at ranks 3-6, you gain 2d6 1st-level warriors who defend the temple and its interests. These followers usually stay with the temple and guard its treasures and relics from theft, but you may choose to assign them to protect pilgrims, guests or clerics on a dangerous journey.

At this level, the faith considers you a major boon, and a senior cleric gives you a gift of a medium magical item. Most often, this gift takes the form of a book that contains several spells on scrolls (2d6 spells of any level you can cast). Occasionally, the item is a large and immobile statue, shrine or bell intended for use in your temple.

RANK 8

Description: Your character no longer administers regular services. Instead, your duties deal directly with the priesthood and the clerics who oversee over a large region. You must pay 5,000 XP, have at least 10 ranks in Diplomacy and you must have written a treatise or commentary on the interpretation of the entirety of the faith's canon to earn this rank.

Duties: Your duties are entirely supervisory, and you are judged more on your ability to appoint and organize than your ability to deliver a fiery sermon or demolish undead with your faith. A monarch might call upon you for your service, but you are certainly within your right to refuse (and might even be required to do so, according to the dictates of your faith).

A typical cleric of this rank is a senior administrator in one of the largest countries or the highest ranking cleric of Paru'Bor, Cosdol, Zazahni, Tharggy or other large nations.

Privileges: Another follower joins you. This follower is a cleric four levels below your level and serves principally as an advisor. You also gain one other advisor of similar level from another character class appropriate to the faith. For a cleric of the True, this follower might be a paladin. For a Veiled Priest (of the Unseen One), it might be a rogue.

You also gain an additional unique spell, as at rank 6.

Your stipend increases to 100 gp per character level each month.

RANK 9

Description: You are one of the faith's principal living theologians. Except for your single superior cleric, you are ultimately responsible for interpretation of the faith. You choose how the faith follows the dictates of its canon, declare heresies and apostasies and interact with clerics of similar rank among your allies. This rank requires the expenditure of 10,000 experience points. You must also have 16 ranks in Knowledge (Religion).

Duties: You share the duties of making policies for the entire faith, and you might also have temporal control over large amounts of land that your temple owns (farmland, a monastery and surrounding grounds, a mine, or some other source of wealth). You are the highest authority of your faith in a huge nation (such as Eldor, Ohzvinmish or Kalamar) or an entire area with no large nations (such as the Reanaaria Bay region).

You are almost entirely removed from daily contact with the public at this point. Your communications are with your peers, your immediate juniors and the faith's leader. You must make sure that your image remains unblemished and you must respond to scandals or threats to the faith immediately.

Privileges: You have the right to decide policy and interpret theology in your area, subject only to the faith's leader's disapproval. You have the right to declare a dead character a saint of your faith as long as that character met the basic qualifications. Depending on the faith and the number of clerics at this rank, you might have exclusive say over one element of the faith's doctrine (such as Sea Travel for the Traveler's faith).

You also gain a special additional follower; this character is likely to be an aristocrat or expert with several levels of cleric or monk. Specializing in politics and diplomacy, she likely has a high Charisma score and high ranks in Diplomacy, Sense Motive and Bluff. She might also have feats or magic items to enhance these skills. Her role is that of liaison, initial contact and otherwise barrier between you and people with whom you do not want to (and do not have to) meet directly.

RANK 10

Description: You lead the faith in all respects. You may choose to add or delete chapters of the canon, call for new writings, and drastically change how people worship your god. Depending on the faith and its popularity, you might rival the mightiest of potentates in power. You have the power to remove your support from an entire country, removing your clerics from its land and your services from its people. Clerics of militant or evil faiths have other threats at their disposal through their spells: war, pestilence or destruction.

DM'S NOTE: THE HOLY SEE

Allowing a player character to gain this type of world-influencing power is a campaign-changing decision you should not undertake lightly. The character can handle all but the most dangerous problems through intermediaries. Her commands might move armies. Few traditional adventures might motivate a character with this much power.

Adventures for characters of this rank might involve threats to the faith from (or on) another plane, assassination attempts, negotiations with other political and clerical leaders and all-out war. This focus does not appeal to all players, and you are certainly within your right to bar the highest position of a faith from the PCs if you choose.

This final rank costs 15,000 experience points. You must also have at least 18 ranks in Knowledge (religion) and 12 ranks in Diplomacy.

Duties: You are ultimately responsible for the actions of your junior clerics, your followers and your worshipers. The prosperity of the faith depends on you.

Privileges: You gain a second advisor similar to the previous one (at rank 9), but with a different background or motivation. Your character benefits from opposing points of view and complementary skills. As a primary target of opposed faiths, you also retain 3d6 fighters, paladins, rangers or barbarians (as appropriate to the faith) as bodyguards. As long as treated properly, these characters certainly fight to the death to protect you or the faith. The total of their levels does not exceed 80, and no individual is higher than 12th level.

Your political power is immense. You have the power to lay an interdiction on a nation or region. An interdiction is the complete removal of your faith from that nation. Your clerics there must leave or lose their status (no loss of clerical level, but complete removal of all ranks within this faith). You cease to perform spells or services for that nation until they comply with your demands. If your faith's seat is in that nation, you must move it to another location.

An interdiction is extremely dangerous. The common folk and nobility alike stand to rebel against the ruler who led them into such dire straits. The monarch who rules the country may attempt to counter the move by inviting senior clerics of other faiths to fill the power vacuum you create. The possibility of inadvertently helping enemy faiths gain great power is very real and something your character must consider before ever using this power. Its main utility is in its unstated threat, not its actual application. More than once a faith's misuse of this power has rendered it impotent in the subject region. Such impotency may require generations for the faith to recover its strength, if at all.

Depending on the nature of your god, you might also receive visions or omens upon which you are expected to reflect, interpret and then act on.

Your income increases to 250 gold pieces per character level each month, although in reality there are few items that you could not receive from the faith on demand. In theory, you may order the surrender of any item owned by any cleric of your faith!

SAINTHOOD

Becoming a saint is a matter of more than clerical knowledge, piety and faith. It involves a great deal of opportunity and often the direct favor of the cleric's god. Nor is sainthood something for which a cleric usually strives, since it requires that the canonized individual be permanently dead.

While the exact requirements for sainthood vary from faith to faith, all require that the supplicant be absolutely dead. She must be ineligible for *resurrection*, even with a *miracle* spell. This requirement precludes living saints walking around causing contradictions for the faith.

The would-be saint must have performed some legendary act that goes beyond the merely heroic. An example might be Saint Yashamin, a former slave who carried the Six Tablets of the Apocalypse to the nomadic tribes of the Elos Desert for thirty-eight years, converting thousands of them to the worship of the Raiser. Not only did this conversion work to cultivate tiny oases in the desert, it created a strong sentiment of good in the previously neutral tribes and prevented them from allying with the hobgoblin kingdom of Kruk-Ma-Kali generations ago.

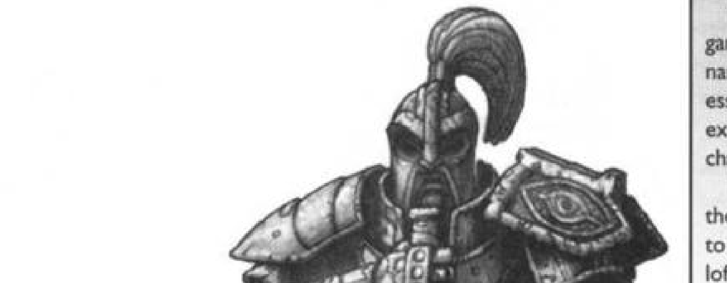
Lastly, the saint's life and/or death must have contained an omen of some sort from the faith's god. In the case of Saint Yashamin, desert hares followed her throughout her last few years. With their natural proclivity, the hares grew to thousands, yet they never seemed to strip away the desert's sparse vegetation.

Curiously, more than one faith might venerate the same saint. While each certainly claims that the saint's life lived up to that god's ideals, their reasons for their veneration differ by necessity. Clerics of the Traveler also venerate Saint Yashamin, who walked or sailed an estimated 90,000 miles in her lifetime.

DM'S NOTE: SAINTHOOD

Player characters might aspire to sainthood, but they gain no game benefit for it. The character might have schools or temples named after her (or even children!). Theologians debate her essays, and historians argue about whether or not she really existed. Your campaign will certainly be richer, but the player character, necessarily being dead, gains nothing.

However, if you think your players aspire to sainthood for their characters with the proper attitude and maturity, feel free to offer a benefit to the player whose character achieves this lofty goal. You may grant a tangible benefit to the player's next character: examples include a free bonus feat, a +2 bonus to an ability score or an inherited minor magic item (under 1,000 gp value).



A follower venerates Kornarr, a saint of the Knight of the Gods.

Chapter 10
Magic

"Magic, like all weapons, should be balanced and finely-honed." – *Teelia Nae, Holder of the Red Key*

CHANNELING POSITIVE ENERGY

The *Dungeon Master's Guide* mentions that the same positive energy that clerics use to turn or rebuke undead might have other uses. In fact, the faiths of Tellene have learned to channel this power in secret ways that they teach only to dedicated clerics who have proven themselves worthy. The Temple of Enchantment first channeled positive energy in this new way, under the direction of Saint Vitisar of Bet Urala.

In game terms, clerics may gain this ability by taking the Channel Positive Energy feat (evil clerics call it Channel Negative Energy). They must also belong to an organized church, since only recognized clergy within the faith can be taught the specific techniques listed below. See Table 10–1: Channeled Abilities.

Channeled Abilities

The channeled abilities are listed alphabetically below. Unless otherwise noted, each ability has a duration of 10 minutes, and the abilities allow no saving throw. Channeled abilities are supernatural abilities. Each activation of an ability counts against the cleric's daily uses of her turn/rebuke undead ability.

A THOUSAND DOUBTS

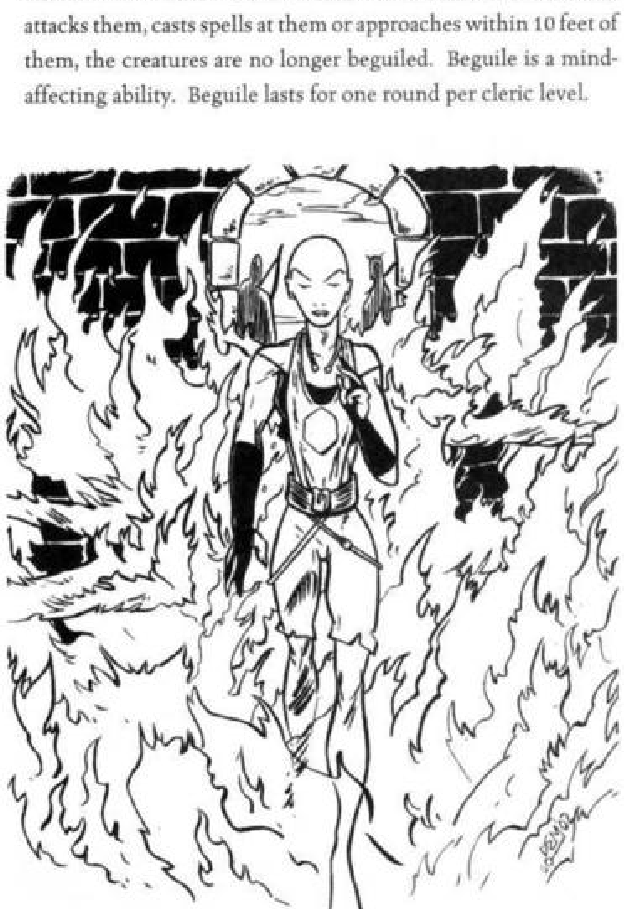
Creatures within a 60-foot-long cone (30 feet wide at the base) are affected by indecision and have trouble making up their mind. Creatures have an initiative penalty equal to the cleric's Charisma modifier.

BARRIER

Barrier protects the cleric from direct harm by the elements by providing elemental resistance. The cleric can choose a 5 point resistance to each of the four elements (earth, air, fire and water) or a 10 point resistance to one specific element.

BEGUILE

Targets within a 30-foot (length and diameter) cone must make a Wisdom check at DC 10 to take any actions. Creatures that fail the Wisdom check are considered stunned. If the cleric attacks them, casts spells at them or approaches within 10 feet of them, the creatures are no longer beguiled. Beguile is a mind-affecting ability. Beguile lasts for one round per cleric level.



A cleric of the Mule using the Barrier ability.

Blanket of Darkness

Blanket of darkness reduces the effectiveness of both magical and non-magical lights. All light sources within 60 feet of the cleric illuminate only half their normal range. Shadows, spectres and wraiths within the area gain a +2 enhancement bonus to AC, and the cleric gains darkvision to 60 feet (or increases her range by 60 feet if she already has darkvision).

A blanket of darkness covers a cleric's enemies.

Call to Arms

A blaring trumpet, the din of a ghostly charging brigade or other audible effect of the cleric's choice accompanies a Call to Arms. A number of targets up to the cleric's level (in the cleric class) must attack the cleric's nearest enemies. The cleric chooses the targets and then rolls on Table 8-16: Turning Undead in the *Player's Handbook*. If the dice indicate that the cleric would have affected undead of Hit Dice equal to (or greater than) the targets' Hit Dice, then those targets must attack the nearest enemy with a deadly melee or ranged combat option. As with turning undead, Call to Arms affects creatures with the lowest Hit Dice first.

Call to Arms is a mind-affecting ability. Creatures that would be forced to attack family members, act in violation of their alignment or attack other creatures that they would normally refuse to attack receive a Will save at DC 10 + half the cleric's level + the cleric's Wisdom score. If successful, these targets are unaffected by the Call to Arms.

Chaos Reigns

One target is *confused* (as per the spell, as a caster of the cleric's level in the cleric class) for 1d4 rounds.

Cornerstone

You gain the durability of the cornerstone, the key point on which a temple or fortress stands. In game terms, you may choose to temporarily possess one of the following feats: Endurance, Resist Poison or Resist Disease.

Darkened Skies

Dark thunderclouds appear over you, up to 50 feet high or as high as the ceiling allows. Flashes of light appear from these clouds. At any time after you invoke the clouds, you may cause a lightning bolt to strike one object within 100 feet as a standard action. The lightning bolt strikes the object as if a creature had rolled a break DC of 30 which is sufficient to blast most doors to pieces and destroy thin sections of stone walls. A few moments after the lightning bolt strikes, the clouds disperse (at the end of the round in which it was used).

Divine Arrow

When you use this ability, you gain a +4 insight bonus to ranged attacks for 1 minute.

Epiphany

You may "take 20" instantly on a single Intelligence check or skill check based on Intelligence. See page 61-62 of the *Player's Handbook* for more details on "taking 20."

Fate's Mercy

Allies within 20 feet gain a morale bonus to saves and skill checks equal to your Charisma modifier.

The First Strength

Allies within 30 feet of you gain a +2 enhancement bonus to Strength checks for one hour.

Fruit of the Vine

Living creatures within the area become slightly intoxicated. They might become angrier, more sullen, happier or otherwise experience an increased level of emotion. Living creatures also suffer a -2 penalty to their effective Wisdom.

Grace of the Rose

All targets that are *confused* or *dazed* may make a save to end the effect. The save is the same as the original save against the magical effect that caused the condition. If there was no saving throw, the DC is 20.

Greed of Misers

Creatures within a 60-foot (length and diameter) cone suffer -2 to their Wisdom scores.

Ill Chance

One creature within 60 feet suffers a -4 sacred or profane (as appropriate to the cleric's alignment) penalty to attacks.

TABLE 10–1: CHANNELED ABILITIES

CHURCH	ABILITY NAME	EFFECT SUMMARY
Halls of the Valiant	Strength in Numbers	Removes fear
Home Foundation	Cornerstone	Endurance feat
Hall of Oaths	Oathbind	Subject may not lie
Courts of Justice	Unblinking Eye	Detect lie
Assembly of Light	Touch of Dawn	Light
Church of the Life's Fire	Preserve Life	Add +4 to cleric level for turning
House of Solace	Mind like Water	Resist confusion
Parish of Love	Grace of the Rose	Removes confusion or daze
Church of Everlasting Hope	Fate's Mercy	Morale bonus to saves
Temple of the Stars	Tread with Resolve	Ignore certain terrain movement penalties
Face of the Free	Irrepressible Freedom	Knocks open manacles & doors
Theater of the Arts	Touch of the Muse	Inspire allies as bard
Church of the Night's Beauty	Waxing Beauty	Charisma bonus (+1 to +4)
Temple of the Patient Arrow	Divine Arrow	Insight bonus to attack
Church of the Silver Mist	Oblivion	Restful sleep
The Founder's Creation	Strength of Stone	Repairs damaged objects
Fraternal Order of Aptitude	Epiphany	Cleric "takes 20" instantly on Int check or skill
Temple of the Three Strengths	The first strength	Enhances strength
Temple of Armed Conflict	Call to Arms	Causes targets to attack nearest foe
Order of Thought	Beguile	Targets must make Wis check DC 10 to take any actions.
Assembly of the Four Corners	Barrier	Elemental resistance
Temple of Enchantment	Restore the Balance	Dispels active magic
Conventicle of the Great Tree	Lessen Nature's Fury	AC bonus vs. animals, beasts and vermin
Parish of the Prolific Coin	Greed of Misers	Targets suffer Wisdom penalty
Inevitable Order of Time	Temporal Chains	Targets suffer initiative penalty
Way of the Berserk	Chaos Reigns	Confusion
The Watcher	Seclusion	Target banished to pocket dimension
The Thunderer's Temple	Darkened Skies	Lightning attack
Church of Chance	Ill Chance	Targets get -4 luck penalties
Order of the Passionate One	Fruit of the Vine	Targets suffer Wisdom penalty
Courts of Inequity	Shackles of Injustice	Binds target
House of Shackles	Imprisonment	Targets cannot move
Church of Endless Night	Blanket of Darkness	Dims light
Order of Agony	Kiss of the Lash	Pain
Congregation of the Dead	Shroud's Embrace	Targets gain negative level
House of Hunger	Six Days of Dearth	Targets suffer effects of hunger
House of Scorn	Rejection	-2 morale penalty to attacks
House of Knives	The Scorpion's Sting	Poison damage
Conventicle of Affliction	Plague	Targets become diseased
Confuser of Ways	A Thousand Doubts	Indecision, initiative penalty
Temple of Sleepless Nights	Pursuit of Terror	Opponents shaken
Temple of Strife	Misfortune	-1 luck penalty to all checks
House of Vice	Lure of Lust	Targets cannot resist compulsions

IMPRISONMENT

All enemies within a 60-foot-long cone (30-foot-diameter) are held as if bound. With a Strength check (DC 10 + your cleric level + your Wisdom modifier) victims may break free of the binding effect.

IRREPRESSIBLE FREEDOM

Irrepressible freedom *knocks* open manacles and doors in a 30-foot-radius around you.

KISS OF THE LASH

All creatures within a 60-foot (length and diameter) cone must make a Fortitude save at DC 11 or suffer 1d4 points of subdual damage per cleric level. A successful save negates all damage.

LESSEN NATURE'S FURY

You gain a temporary natural armor bonus to your AC against attacks from animals, beasts and vermin equal to your Wisdom modifier.

LURE OF LUST

Upon invocation of your (un)holy aura, creatures within a 60-foot (length and diameter) cone suffer a -2 circumstance penalty to resist compulsion effects. Only non-good clerics may use this ability.

MIND LIKE WATER

Upon use of this ability, you make Will saves against compulsion effects with a +4 sacred bonus. Against the *confusion* spell (or similar spells that make you take random actions), the bonus becomes +8.

MISFORTUNE

Up to one target per cleric level within a 60-foot (length and diameter) cone becomes extremely unlucky, making all attacks, saving throws and skill checks at -1.

OATHBIND

Oathbind affects a single target who may not lie for the duration of the effect. It lasts for one minute per level of the cleric. This is a mind-affecting ability.

OBLIVION

You or a creature you touch enters into a restful sleep for ten minutes, restoring hit points and temporary ability damage as if having rested for a full night. Spells and other abilities are not restored. While under the oblivion, you are immune to the *nightmare* spell.

PLAGUE

Living creatures within a 60-foot-long cone (30-foot diameter) contract the fen waste, a disease reputed to have devoured countless isolated villages. The fen waste causes lack of concentration, dizziness and stupor. The Fortitude save DC to resist is 12, the incubation period is 1d4 days and victims suffer 1d3 points of Intelligence damage. The fen waste spreads through physical contact.

PRESERVE LIFE

Preserve life is an improvement in the cleric's ability to turn or destroy undead, representing the cleric's ability to strengthen life and weaken undeath. Whenever she makes a turning attempt, the cleric may spend an additional turning attempt to add +4 to her cleric level for the purposes of turning undead.

PURSUIT OF TERROR

Up to one target per cleric level of living creatures within a 60-foot-long cone (20-foot diameter) are shaken.

REJECTION

Up to one target per cleric level of living creatures within a 60-foot-long cone (40-foot diameter) suffer a -1 morale penalty to attack rolls, weapon damage, skill checks and saves.

RESTORE THE BALANCE

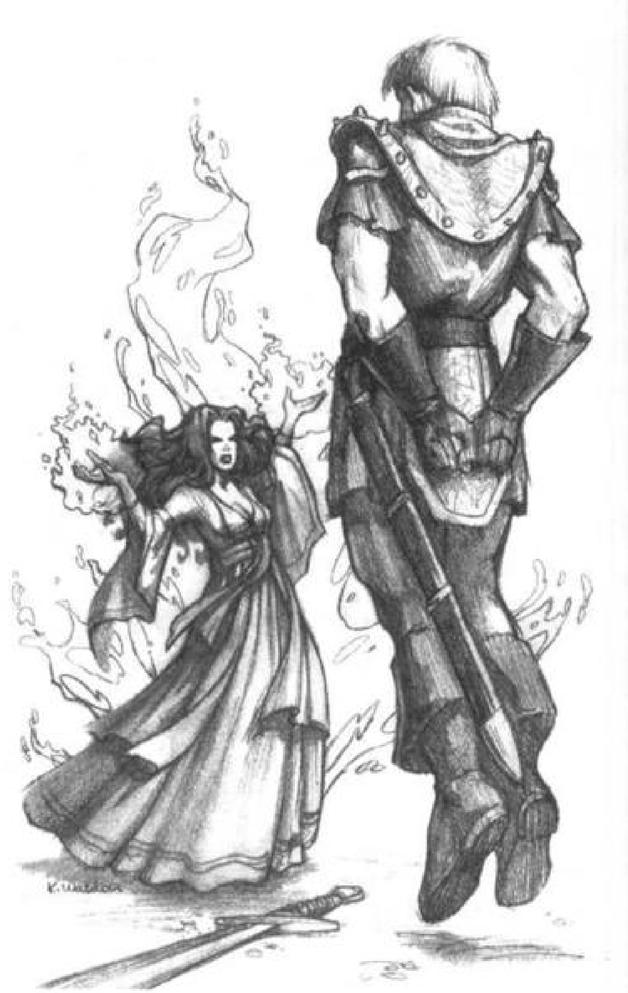
You dispel active magic in a 60-foot cone (length and diameter). This use of your positive energy cannot be targeted on a single item or creature; it must affect the area. See *dispel magic*, page 196 of the *Player's Handbook*. The caster level is your cleric level.

SECLUSION

You select a single creature. If that creature has fewer Hit Dice than you, it is sent to an extradimensional space that exists outside the multiverse of extradimensional spaces and is only large enough to contain the creature. The creature has barely enough room to move its limbs about freely. It can still see in the direction it was facing at the time it was secluded as if it were looking through a 3-foot by 5-foot one-way window. The creature returns to its previous location after a number of minutes equal to the cleric's Charisma modifier.

SHACKLES OF INJUSTICE

You use negative energy to bind an opponent. One target is held as if bound for one round per level. The target may make a Strength check or Escape Artist check to escape the invisible binding each round. The DC to escape is 20 + the cleric's Wisdom modifier.



The Shackles of Injustice have many uses for the right spellcaster.

SHROUD'S EMBRACE

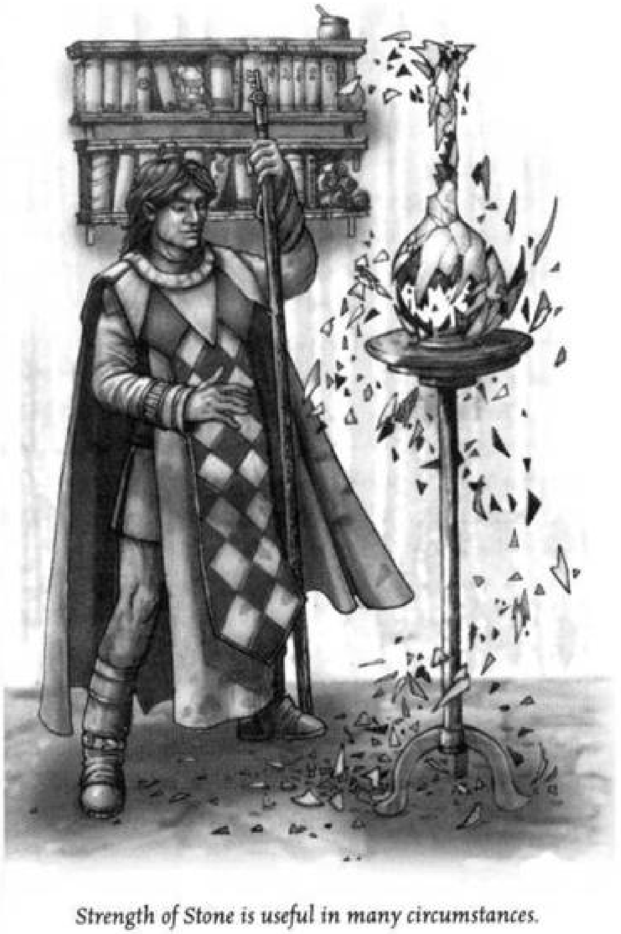
You select a single creature within 60 feet. That creature gains a number of negative levels equal to your Wisdom modifier. If this effect would kill that creature, reduce the negative levels gained so that the creature does not die. For example, if a cleric with a 20 Wisdom (+5 modifier) uses shroud's embrace on a 3rd level commoner, the commoner gains only 2 negative levels, since 3 would kill him.

SIX DAYS OF DEARTH

Creatures within a 60-foot (length and diameter) cone suffer the effects of nearly a week of hunger. Creatures that have eaten recently (within six hours before the effect) must make three Constitution checks (DC 9, 11 and 13) or sustain 1d6 points of subdual damage for each failed check. Creatures that have not eaten recently make an additional check at +2 DC higher for each day they have not eaten or suffer an additional 1d6 points of subdual damage. (Count a meal 6-24 hours before the effect as one day.) Any creatures that have taken subdual damage from starvation are considered fatigued. Subdual damage from hunger cannot be healed by *cure light wounds* or other spells; only the consumption of food allows the victim to recover from the damage.

STRENGTH OF STONE

Strength of Stone repairs damaged objects of wood, metal, stone or glass. Each such item in the area of effect is restored to full hit points. Constructs gain 1d8 hit points, up to their normal maximum. Other creatures are unaffected. This ability affects a 20-foot cube of material.



Strength of Stone is useful in many circumstances.

STRENGTH IN NUMBERS

Allies within 20 feet of the cleric (including the cleric) gain a bonus to saving throws against fear effects equal to the cleric's Charisma modifier. This ability lasts for one minute per cleric level.

TEMPORAL CHAINS

The temporal chains ability changes time slightly for creatures relative to those around them. Enemies within a 60-foot long cone (30-foot diameter) of you suffer an initiative penalty equal to your Wisdom modifier.

THE SCORPION'S STING

The scorpion's sting affects all living creatures in a 60-foot (length and diameter) cone with poison damage. The poison is exactly equal to a Medium-size monstrous scorpion sting: A Fortitude save against DC 15 is required or the creature suffers the loss of 1d4 points of Strength (initial and secondary damage).

TOUCH OF THE MUSE

You inspire up to six allies, giving them a +2 sacred bonus to a skill check of your choice for the next minute. The same skill applies to all allies.

TOUCH OF DAWN

The touch of dawn produces light around the cleric with the intensity of the *continual flame* spell. Attempts to *dispel* this light treat it as if cast by a spellcaster 4 levels higher than the cleric's actual caster level.

TREAD WITH RESOLVE

You and up to six allies ignore terrain penalties for moving through difficult terrain. While you cannot casually leap over six-foot-tall hedges, you suffer no movement penalty for snow, ice, mud, sand or other ground impediments. This ability lasts for one hour.

UNBLINKING EYE

You gain a +20 bonus to Sense Motive checks when trying to detect a lie. This ability lasts for one minute per level.

WAXING BEAUTY

You gain a Charisma bonus ranging from +1 to +4, depending on the phase of the moons. Since the waxing and waning of three moons is extremely difficult to track, roll a d4 to determine the Charisma bonus each time the spell is cast.

DIVINE RIGHT OF KINGS

The sovereigns of Tellene do not merely rule because they control the largest armies or retain the most powerful wizards as advisors. The kings and nobility hold control because they have the favor of the gods. Fortunately for the kings, the protection of the gods is powerful and works to ward them against assassination, impersonation and magical compulsions. See Table 10–2: Divine Protection.

Luckily, for the common folk, the gods can be fickle and a tyrant can still be overthrown when the need arises. Gods also war among themselves and the life of a king or queen might be a mere token in the battles of divine magnitude. Kings have divine protection, but they are not immortal.

TABLE 10–2: DIVINE PROTECTION

TITLE	PROTECTION SUMMARY
Baron	+2 on saves against charm effects, uncanny dodge (as a 3rd level rogue), Noble Bearing feat
Count	+4 on saves against charm effects, uncanny dodge (as a 6th level rogue), divine grace
Duke	Slippery mind, +2 on saves against poison, divine health
Prince	+4 on saves against poison, damage reduction 5/silver, Regal Bearing feat
King	Immune to poison, cannot be duplicated, damage reduction 10/+1
Emperor	Spell Resistance 10+ total character level, damage reduction 20/+1

Lesser nobles have reduced divine protection. Knights or baronets, who are noble but not hereditary nobles, enjoy none of these benefits. Barons and nobles of higher rank have shields against minor harm. It is difficult to affect them with compulsions, or surprise them and slay them instantly. The greater the noble's social station, the greater her protection. Regicide is rare for physical as well as social reasons.

Deities grant their protection in a number of possible ways, but the most common way is through a promise of fealty by the ruler or noble. This can take many forms. In the case of a king, he could be crowned by one or more clerics in a coronation ceremony. The king promises to support the faith(s), and the faith (or faiths) promise to support the king. Each promise depends on the other party or parties keeping its word. The most frequent possibility occurs with the ruler or noble simply swearing allegiance to the deity, her religion or religious organization. The god will then grant certain protections as long as the noble remains true and it benefits the faith. More rarely, a god will simply grant protection without any word from the noble. This happens in cases where a cleric of the faith implores initiation of such protection or the god or its outsider agents determine that the ruler is serving the ends of the faith by simply remaining in power and behaving as is usual for the character. This latter grant of power, of course, will be removed or reinstated at the whim of the god. Removal occurs when the ruler deviates from a path beneficial to the god and reinstatement occurs upon a return to the proper path.

In the campaign, physical attacks on royalty should be rare. Kings have bodyguards to protect them from that sort of thing and the bodyguards are usually good at their job (Emperor Kabori is rumored to have several bodyguards above 18th level!). Staying hidden in castles away from the common folk is one way to avoid attack. Wearing a hefty pile of magical items helps, as well. Should these protections fail, the noble has to rely on personal ability and the favor of the gods that placed her family in power.

A character becomes a noble in two ways: she is born one or she is granted a title by a superior noble. In either case, a ceremony of some sort usually accompanies the entry of a noble into the world, either a coronation or a birthing ceremony.

The families of ruling nobles are considered one step below the noble for the purposes of divine protection. Distant relatives might have no protection at all.

Bonus to charm saves: This bonus applies to any spell with a compulsion effect.

Bonus to poison saves: This bonus applies to any Fortitude save the noble makes against poison.

Cannot be duplicated: The king cannot be magically duplicated by *clone*, *simulacrum* or similar spells, nor can a creature magically disguise itself to appear like the king with spells like *change self* or *polymorph self*. This protection extends only to the plane on which the kingdom is located. As with any other magical resistance, the king can choose to allow specific exceptions.

Damage Reduction: Damage reduction is explained on page 73 of the *Dungeon Master's Guide*.

Divine Grace: This benefit is identical to the paladin ability of the same name.

Divine Health: This benefit is identical to the paladin ability of the same name.

Noble Bearing feat: The noble gains this feat even if she does not meet the prerequisites.

Regal Bearing feat: The noble gains this feat even if she does not meet the prerequisites.

Slippery Mind: This ability is identical to the rogue ability of the same name.

Spell Resistance: The Emperor (there is only one on Tellene at present, Kabori I) has spell resistance equal to 10 + his character level.

Uncanny Dodge: This ability is identical to the 3rd-level rogue ability or the 6th-level rogue ability.

Chapter 11
Spells

"A spell already cast is a battle already won."
– Koval the Magnificent

Recently, scholars of Tellene's magic have noticed certain patterns that help determine where a spell originated. Animal descriptives usually indicate origin on the island of Svimohzia, while naval terms and names come from Pekal and the College of Magic in Bet Rogala. Artistic spell names likely originate from Reanaaria Bay (although musical spell names are probably created by elves). It is common for a spell to be known by different names in different areas.

Certain spells from the *Player's Handbook* are named after characters from the Greyhawk setting. Obviously, those characters never existed in the *KINGDOMS OF KALAMAR* setting, but their spells do. The explanation for this is that wizards with similar talents and specialties invented similar or identical spells. When these spell names are used, replace the Greyhawk name with their counterpart on Tellene. For example, *Bigby's clenched fist* is known on Tellene as *Koval's clenched fist*. Other new spellcasters, such as Cluo and Taatiir, are specific to the *KINGDOMS OF KALAMAR* setting. Only spellcasters who have famous spells named after them are listed here; many other spellcasters can be found in the pages of the *KINGDOMS OF KALAMAR* campaign setting sourcebook.

TABLE 11–1: FAMOUS SPELLCASTERS

GREYHAWK	KINGDOMS OF KALAMAR
Bigby	Koval, a belligerent Fhokki chieftain who liked his spells big and powerful.
Drawmij	Hurra, a Slennish native that predated that nation's founding.
Evard	Alaki, a Reanaarian wizard who briefly seized control of Geanavue.
Leomund	Faotissun, a famed half-elven wizard adventurer.
Melf	Folnester, a cruel Brandobian invoker.
Mordenkainen	Dorama, a Kalamaran duchess from the Time of Misfortune.
Nystul	Miaza, an illusionist from Dynaj known for her subtle touch.
Otiluke	Emmuk, a Slennish outcast and famed alchemist.
Otto	Azsul, a dwarven sage from the earliest meeting of men and dwarves.
Rary	Shasseril, an elven enchantress.
Tenser	Lerasonul, the most famous graduate of the College of Magic in Bet Rogala.
(none)	Cluo, a Svimohz wizard who imprisoned a powerful vampire lord.
(none)	Sarmar, a greedy Brolenese slaver and sorcerer.
(none)	Skay, a Tharggy spellsinger who liked to attack her enemies from a distance.
(none)	Taatiir, the sadistic Reanaarian evoker who tutored the infamous Alaki.

SCALABLE SPELLS

In the listing of new spells below, you may notice that some spells (such as *end*) include an extra note that this particular spell is scalable. These scalable spells allow the caster to increase the relative power level of either that particular spell or another (see each scalable spell's text for details), making them much more effective. Once a spellcaster knows the spell, she may use any spell slot available to her to cast it.

For an example, let's look at the scalable spell *a moment ago*. Samantha, who is playing a 7th-level dwarven wizard from the Malachite Heights, casts a *fireball* spell at a troop of advancing hobgoblins. The fireball does 25 points of damage, but the hobgoblins still advance and Samantha is unable to cast *fireball* again that day. During the next round, Samantha decides to cast *a moment ago* to exactly duplicate the effects of the *fireball* spell. Because *a moment ago* must be cast one level higher than the spell she is attempting to duplicate (*fireball* is a 3rd-level spell), Samantha casts *a moment ago* as a 4th-level spell. Another *fireball* strikes the hobgoblins for 25 points of damage. Any survivors flee, and Samantha can now relax.

Another example is the scalable spell *spellscatter*. Bret, who is playing a 12th-level elven sorcerer, is entering into an arcane duel with a wizard. He thinks about casting *spellscatter* at 6th level, causing his opponent to lose 1d3 prepared spells of 3rd level (half the spell level of *spellscatter*). Instead, he decides to save his 6th-level slot for something else, and casts *spellscatter* at 5th-level, causing his opponent to lose 1d3 spells of 2nd-level (half the spell level of *spellscatter*, rounded down).

Unfortunately for Bret, his opponent Samantha decides to return the attack and devastates him with a *fireball* (a 3rd-level spell). If only he had gone with his first instincts...

NEW SPELLS

This list of new spells does not include spells that are exclusive to certain domains, or that have appeared in *Defenders of the Faith* or the *Forgotten Realms* campaign setting. However, those spells are still available, and you will find them listed both within their respective domains and with full descriptions below. Spells from the supplement *Tome & Blood* and other D&D guidebooks and supplements are also not listed, but the DM may choose to allow these spells as well.

NEW BASIRAN DANCER SPELLS

1ST-LEVEL BASIRAN DANCER SPELL

Ench	**Daydream.** Distracts a creature.

2ND-LEVEL BASIRAN DANCER SPELL

Abjur	**End** [scalable]. Dispels a spell that you cast.

3RD-LEVEL BASIRAN DANCER SPELLS

Abjur	**Chromatic Crown.** Gives the caster Spell Resistance equal to 10+ caster level.
Evoc	**Blazing Star.** Creates a blinding flash of light.

4TH-LEVEL BASIRAN DANCER SPELL

Evoc	**Blinding Beauty.** Gives a creature +6 enhancement bonus to Charisma.

5TH-LEVEL BASIRAN DANCER SPELL

Trans	**Wave in Motion.** Gives the caster transportation over water.

6TH-LEVEL BASIRAN DANCER SPELL

Trans	**Wave of Destruction.** Items within the area of effect crack and break.

NEW BARD SPELLS

4TH-LEVEL BARD SPELL

Div	**Sarmar's Coin Beacon.** Allows the caster to trace a metal object on the same plane.

5TH-LEVEL BARD SPELL

Trans	**Curse Contagion.** Curses a target with bad luck for 1 round, then moves to a new target.

NEW CLERIC SPELLS

0-LEVEL CLERIC SPELL (ORISON)

Div	**Spot Invisible.** The caster can glimpse an invisible creature.

1ST-LEVEL CLERIC SPELLS

Abj	**Deterrence.** Protects an object from attack.
	End. [scalable]. Dispels a spell that you cast.
Ench	**Forbid.** Prohibits a creature from taking a specific action.
Evoc	**Flash of Lightning.** Blinds creatures for 1 round/level.
	Graced by Saints [scalable]. A creature heals at an accelerated rate.
Illus	**Faith Shield.** Gives a bonus to Armor Class.
Trans	**Disinter.** Brings to the surface any item buried by the caster.
	Silken Grasp. The caster becomes more adept at grabbing opponents.

2ND-LEVEL CLERIC SPELLS

Conj	**Wall of Thought.** Creates an invisible wall.
Ench	**Exile.** Causes a creature to leave your area.
Evoc	**Thunderclap.** Deals 1d4 points of damage per level of the caster (5d4 max).
Trans	**Hammerfist.** Transforms the caster's fists into warhammers.
	Icy Hands. Sends a blast of cold from the caster's hands.

3RD-LEVEL CLERIC SPELLS

Div	**Detect Lycanthrope.** Allows the caster to detect the number, direction and type of lycanthrope in the area.
	Piercing the Fiend's Veil. Identifies a fiend no matter what shape it takes.
Evoc	**One Heart.** Gives two or more characters the highest base saves of the group.

4TH-LEVEL CLERIC SPELLS

Abj	**Veshemo Wanes.** Causes all lycanthropes to revert to human form.
Div	**Sarmar's Coin Beacon.** Allows the caster to trace a metal object on the same plane.
	Wisdom of the Ancients. Gives the caster bonuses to Intelligence, Wisdom and Charisma.
Trans	**Curse Contagion.** *Curses a target with bad luck for 1* round, then moves to a new target.
	Wave in Motion. Gives the caster transportation over water.

5TH-LEVEL CLERIC SPELLS

Div	**Glimpse of the Future.** The caster gains a brief vision of a future event.
Necro	**Banish Undeath.** Remove the undead trait from a creature.
	Shadowskin. Target's skin becomes black, giving a bonus to hide in shadows.

6TH-LEVEL CLERIC SPELL

Ench	**Circle of Dread.** Creatures get -6 to skill checks and -2 to all saving throws.

7TH-LEVEL CLERIC SPELLS

Trans	**Protected Portal.** Protects a portal from wrongful entry.

8TH-LEVEL CLERIC SPELLS

Ench **Know True Name.** Reveals the true name of a fiend to the caster.

Numbing Cloud. A cloud that saps heat from creatures and objects.

Moonthrust. A ray destroys an undead creature.

Trans **Freeze.** Freezes a creature or object.

Obscurity. Makes the target unnoticeable.

9TH-LEVEL CLERIC SPELLS

Evoc **Infernal Wind.** Deals 20d6 points of cold damage.

Necro **Natural Death.** One creature ages rapidly and dies.

Unforgettable Terror. Cause a creature to panic for 1d6 minutes.

Trans **Amnesia.** A creature loses all memories, i.e. skills, feats, spells.

Divine Stasis. Places an object or creature in suspended animation.

Dusk. Creates night in a 100 feet radius of the caster.

Echo of the Whirlwind. The caster attacks and defends at greater speeds.

Wrath of the Heavens. Creates hurricane-like effects.

DOMAINS

The gods of Tellene have varied interests and spheres of influence. The domains listed in the *Player's Handbook* do not cover all these areas, so additional, unique domains were added to represent the areas they control. These new domains follow all the rules presented for domains in the description of the cleric class in the *Player's Handbook*. A cleric chooses any two domains listed for his deity (see Chapter 2: Classes). The names of the domains and where they originally appeared are listed below in Table 11-2: Available Domains. Unique domains are found only within this book. Spells marked with an asterisk in the domain lists are detailed in this book. A cleric should choose his weapon according to the "Weapon" column of Table 6-2: Deities of Tellene.

AIR DOMAIN

Deities: Mother of the Elements, Storm Lord, Creator of Strife

Granted Power: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3+ your Charisma modifier.

Air Domain Spells: See the *Player's Handbook* p162.

ANIMAL DOMAIN

Deities: The Great Huntress, Mother of the Elements, The Bear, The Vicelord

Granted Power: You cast *animal friendship* once per day. Knowledge (nature) is a class skill.

TABLE 11–2: AVAILABLE DOMAINS

UNIQUE	PLAYER'S HANDBOOK	FORGOTTEN REALMS	DEFENDERS OF THE FAITH
Cold	Air	Cavern	Beastmaster
Moon: Veshemo	Animal	Charm	Celerity
Oblivion	Chaos	Craft	Community
Sentinel	Death	Darkness	Creation
Tempest	Destruction	Elf*	Divination
Terror	Earth	Family	Domination
Timing	Evil	Fate	Exorcism
Warding	Fire	Hatred	Glory
	Good	Illusion	Inquisition
	Healing	Mentalism	Madness
	Knowledge	Metal	Mind
	Law	Moon**	Mysticism
	Luck	Nobility	Pestilence
	Magic	Ocean	Summoning
	Plant	Planning	
	Protection	Portal	
	Strength	Renewal	
	Sun	Retribution	
	Travel	Rune	
	Trickery	Scalykind	
	War	Slime	
	Water	Spell	
		Spider	
		Storm	
		Suffering	
		Time	
		Trade	
		Tyranny	
		Undeath	

* now Moon: Diadolai
** now Moon: Pelselond

Animal Domain Spells: See the *Player's Handbook* p162-163.

BEASTMASTER DOMAIN

Deities: The Bear.

Granted Power: *Speak with animals* once per day per level, as the spell. This is a supernatural ability.

BEASTMASTER DOMAIN SPELLS

1 **Animal Friendship** Gains permanent animal companions.
2 **Beastmask.*** Animals and beasts think subject is one of them.
3 **Animal Trance** Fascinates 2d6 HD of animals.
4 **Bear's Heart.*** One ally/level gains +4 Strength and +1d4/level hit points.
5 **Animal Growth** One animal/two levels doubles in size, HD.
6 **Summon Nature's Ally III** Calls creatures to fight.
7 **Animal Shapes**. One ally/level polymorphs into chosen animal.
8 **Summon Nature's Ally IV** Calls creatures to fight.
9 **Shapechange** Transforms you into any creature, and change forms once per round.

CAVERN DOMAIN

Deities: Mother of the Elements, The Dark One.

Granted Power: You gain the dwarven ability of stonecunning. If you already have stonecunning, your racial bonus on checks to notice unusual stonework increases from +2 to +4.

Cavern Domain Spells

1 **Detect Secret Doors**. Reveals hidden doors within 60 ft.
2 **Darkness**. 20-ft. radius of supernatural darkness.
3 **Meld into Stone**. You and your gear merge with stone.
4 **Faotissun's Secure Shelter**. Creates sturdy cottage.
5 **Passwall**. Breaches walls 1 ft. thick/level.
6 **Find the Path**. Shows most direct way to a location.
7 **Maw of Stone**.* Animate a stone opening or cavern so that it can attack those inside it.
8 **Earthquake**. Intense tremor shakes 5-ft./level radius.
9 **Imprisonment**. Entombs subject beneath the earth.

CELERITY DOMAIN

Deities: The Traveler, The Guardian, The Fate Scribe.

Granted Power: +2 enhancement bonus to Dexterity, speed increased +10 ft. when in light armor, +2 enhancement bonus on initiative. These are supernatural abilities.

Celerity Domain Spells

1 **Blur**. Attacks miss subject 20% of the time.
2 **Cat's Grace**. Subject gains 1d4+1 Dex for 1 hr./level.
3 **Air Walk**. Subject treads on air as if sold (climb at 45-degree angle).
4 **Haste**. Extra partial action and +4 AC.
5 **Tree Stride**. Step from one tree to another far away.
6 **Wind Walk**. You and your allies turn vaporous and travel fast.
7 **Mass Haste**. As *haste*, affects 1/level subjects.
8 **Blink**. You randomly vanish and reappear for 1 round/level.
9 **Time Stop**. You act freely for 1d4+1 rounds.

CHAOS DOMAIN

Deities: The Guardian, Raconteur, The Shimmering One, The Great Huntress, The Coddler, Battle Rager, The Watcher, The Storm Lord, Risk, The Laugher, Rotlord, The Confuser of Ways, Prince of Terror, Creator of Strife, The Vicelord.

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells: See the *Player's Handbook* p163.

CHARM DOMAIN

Deities: The Pure One, The Shimmering One.

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts one minute.

Charm Domain Spells

1 **Charm Person**. Makes one person your friend.
2 **Calm Emotions**. Calms 1d6 subjects/level, negating emotion effects.
3 **Suggestion**. Compels subject to follow stated course of action.
4 **Emotion**. Arouses strong emotion in subject.
5 **Charm Monster**. Makes monster believe it is your ally.
6 **Geas/Quest**. As *lesser geas*, plus it affects any creature.
7 **Insanity**. Subject suffers continuous *confusion*.
8 **Demand**. As *sending*, plus you can send suggestion.
9 **Dominate Monster**. As *dominate person*, but any creature.

COLD DOMAIN

Deities: The Flaymaster.

Granted Power: You gain cold resistance 5.

Cold Domain Spells

1 **Chill Touch**. 1 touch/level deals 1d6 damage and possibly 1 Str damage.
2 **Icy Hands**.* Sends a blast of cold from the caster's hands.
3 **Sleet Storm**. Hampers vision and movement.
4 **Ice Storm**. Hail deals 5d6 damage in cylinder 40 ft. across.
5 **Cone of Cold**. 1d6 cold damage/level.
6 **Planar Ally (ice elemental only).** As *lesser planar ally*, but up to 16 HD.
7 **Freeze**.* Freezes a creature or object.
8 **Numbing Cloud**.* A cloud that saps heat from creatures and objects.
9 **Infernal Wind**.* Deals 20d6 points of cold damage.

COMMUNITY DOMAIN

Deities: The Holy Mother, The Raiser, The Peacemaker, The Pure One.

Granted Power: Use *calm emotions* as a spell-like ability once per day. Gain +2 bonus on, Diplomacy checks.

Community Domain Spells

1 **Bless**. Allies gain +1 attack and +1 on saves against fear.
2 **Shield other**. You take half of subject's damage.
3 **Prayer**. Allies gain +1 on most rolls, and enemies suffer –1.
4 **Status**. Monitors condition, position of allies.
5 **Shasseril's Telepathic Bond**. Link lets allies communicate.
6 **Heroes' Feast**. Food for 1 creature/level, cures and blesses.
7 **Refuge**. Alters item to transport its possessor to you.
8 **Mass Heal**. As heal, but with several subjects.
9 **Miracle**. Requests a deity's intercession.

CRAFT DOMAIN

Deities: The Founder, The Mule.

Granted Power: You cast creation spells at +1 caster level and gain Skill Focus (a +2 bonus) in the Craft skill of your choice.

Craft Domain Spells

1 **Animate Rope**. Make a rope move at your command.
2 **Wood Shape**. Rearranges wooden objects to suit you.
3 **Stone Shape**. Sculpts stone into any form.
4 **Minor Creation**. Creates one cloth or wood object.
5 **Wall of Stone**. 20 hp/four levels; can be shaped.
6 **Fantastic Machine**.* Creates a large mechanical construct to perform a simple task.
7 **Major Creation**. As *minor creation*, plus stone and metal.
8 **Forcecage**. Cube of force imprisons all inside.

9 **Greater Fantastic Machine**.* Creates a mechanical construct subject to caster's orders.

CREATION DOMAIN

Deities: The Raiser

Granted Power: Cast Conjuration (creation) spells at +2 caster levels.

CREATION DOMAIN SPELLS

1 **Create Water**. Creates 2 gallons/level of pure water.
2 **Minor Image**. Creates audial and visual illusion of your design.
3 **Create Food and Water**. Feeds three humans (or one horse)/level.
4 **Minor Creation**. Creates one cloth or wood object.
5 **Major Creation**. As *minor creation*, plus stone and metal.
6 **Heroes' Feast**. Food for 1 creature/level, cures and blesses.
7 **Permanent Image**. Includes sight, sound and smell.
8 **True Creation**.* As *major creation* but permanent.
9 **Genesis**.* Creates a pocket demiplane.

DARKNESS DOMAIN

Deities: The Dark One.

Granted Power: Free blind-flight feat.

DARKNESS DOMAIN SPELLS

1 **Obscuring Mist**. 20-ft radius of supernatural darkness.
2 **Blindness/Deafness**. Makes subject blind or deaf.
3 **Blacklight**.* Creates an area of total darkness.
4 **Armor of Darkness**.* Envelops the warded creature in a shroud of flickering shadows.
5 **Darkbolt**.* Unleash beams of darkness from your open palm.
6 **Prying Eyes**. 1d4 floating eyes +1/level scout for you.
7 **Nightmare**. Sends vision dealing 1d10 damage, fatigue.
8 **Power Word, Blind**. Blinds 200 hp worth of creatures.
9 **Power Word, Kill**. Kills one tough subject or many weak ones.

DEATH DOMAIN

Deities: Harvester of Souls, Rotlord, The Seller of Souls.

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells: See the *Player's Handbook* p164.

DESTRUCTION DOMAIN

Deities: The Laugher, The Flaymaster, Harvester of Souls, Locust Lord, Rotlord, Creator of Strife.

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells: See the *Player's Handbook* p163.

DIVINATION DOMAIN

Deities: The Mule, Eye Opener, Fate Scribe

Granted Power: You cast divination spells at +2 caster levels.

DIVINATION DOMAIN SPELLS

1 **Identify**. Determines single feature of magic item.
2 **Augury**. Learns whether an action will be good or bad.
3 **Divination**. Provides useful advice for specific, proposed action.
4 **Scrying**. Spies on subject from a distance.
5 **Commune**. Deity answers one yes-or-no question.
6 **Legend Lore**. Learn tales about a person, place or thing.
7 **Greater Scrying**. As *scrying*, but faster and longer.
8 **Discern Location**. Exact location of creature or object.
9 **Foresight**. "Sixth sense" warns of impending danger.

DOMINATION DOMAIN

Deities: The Overlord.

Granted Power: You gain the Spell Focus (Enchantment) feat.

DOMINATION DOMAIN SPELLS

1 **Command**. One subject obeys one-word command for 1 round.
2 **Enthrall**. Captivates all within 100 ft. + 10 ft./level.
3 **Suggestion**. Compels subject to follow stated course of action.
4 **Dominate Person**. Controls humanoid telepathically.
5 **Greater Command**. As *command*, but affects one subject per level.
6 **Geas/Quest**. As *lesser geas*, but affects any creature.
7 **Mass Suggestion**. As *suggestion*, plus one/level subjects.
8 **True Domination**.* As *dominate person*, but target saves at –4.
9 **Monstrous Thrall**.* As *dominate person*, but permanent and affects any creature.

EARTH DOMAIN

Deities: The Shimmering One, The Founder, Mother of the Elements, The Dark One.

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Earth Domain Spells: See the *Player's Handbook* p163.

EVIL DOMAIN

Deities: The Corrupter, The Overlord, The Dark One, The Flaymaster, Harvester of Souls, Locust Lord, Emperor of Scorn, The Seller of Souls, Rotlord, The Confuser of Ways, Prince of Terror, Creator of Strife, The Vicelord.

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells: See the *Player's Handbook* p163.

EXORCISM DOMAIN

Deities: Lord of Silver Linings.

Granted Power: You have the supernatural ability to force possessing spirits out of the bodies they inhabit. You make a Charisma check (1d20 + your Charisma modifier) and consult Table 8-16, page 140 of the *Player's Handbook*, using your cleric level. If the result from the table is at least equal to the HD of the possessing creature, yourforce it out of the body. If the spirit belongs to a spellcaster using *magic jar*, the spirit returns to the receptacle. If it is a ghost, it becomes ethereal and free floating again. In any case, the spirit cannot attempt to possess the same victim again for one day.

Exorcism Domain Spells

1 **Protection from Evil**. +2 AC and saves, counter mind control, hedge out elementals and outsiders.

2 **Magic Circle against Evil**. As *protection from evil*, but 10-ft radius and 10 min./level.

3 **Remove Curse**. Frees object or person from *curse*.

4 **Dismissal**. Forces a creature to return to native plane.

5 **Dispel Evil**. +4 bonus against attacks.

6 **Banishment**. Banishes 2 HD/level extraplanar creatures.

7 **Holy Word**. Kills, paralyzes, weakens or dazes nongood subjects.

8 **Holy Aura**. +4 AC, +4 resistance, and SR 25 against evil spells.

9 **Unbinding**.* Destroys binding spells within 180 ft.

FAMILY DOMAIN

Deities: The Holy Mother, The Raiser.

Granted Power: As a free action you may protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This supernatural ability lasts one round per level. An affected creature loses this protection if it moves more than ten feet away from you. You may affect your self with this ability.

Family Domain Spells

1 **Bless**. Allies gain +1 attack and +1 saves on fear.

2 **Shield Other**. You take half of subject's damage.

3 **Helping Hand**. Ghostly hand leads subject to you.

4 **Imbue with Spell Ability**. Transfer spells to subject.

5 **Shasseril's Telepathic Bond**. Link lets allies communicate.

6 **Heroes' Feast**. Food for one creature/level cures and *blesses*.

7 **Refuge**. Alters item to transport its possessor to you.

8 **Protection from Spells**. Confers +8 resistance bonus.

9 **Prismatic Sphere**. As *prismatic wall*, but surrounds on all sides.

FATE DOMAIN

Deities: The Fate Scribe.

Granted Power: You gain the uncanny dodge ability of a third level rogue. If you have another class that grants uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

Fate Domain Spells

1 **True Strike**. Adds +20 bonus to your attack roll.

2 **Augury**. Provides useful advice for specific proposed actions.

3 **Bestow Curse**. –6 to an ability; -4 on attacks, saves and checks; or 50% chance of losing each action.

4 **Status**. Monitors condition, position of allies.

5 **Mark of Justice**. Designates action that will trigger *curse* on subject.

6 **Geas/Quest**. As *lesser geas*, plus it affects any creature.

7 **Vision**. As *legend lore*, but quicker and strenuous.

8 **Mind Blank**. Subject is immune to mental/emotional magic and scrying.

9 **Foresight**. "Sixth sense" warns of impending danger.

FIRE DOMAIN

Deities: The Eternal Lantern, Mother of the Elements, Locust Lord.

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Fire Domain Spells: See the *Player's Handbook* p163.

GLORY DOMAIN

Deities: The Eternal Lantern.

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Glory Domain Spells

1 **Disrupt Undead**. Deals 1d6 damage to one undead.

2 **Bless Weapon**. Weapon gains +1 bonus.

3 **Searing Light**. Ray deals 1d8/2 levels, more against undead.

4 **Holy Smite**. Damages and blinds evil creatures.

5 **Holy Sword**. Weapon becomes +5, deals double damage against evil.

6 **Bolt of glory**.* Ray deals positive energy damage, more against undead and evil outsiders.

7 **Sunbeam**. Blinds and deals 3d6 damage.

8 **Crown of Glory**.* Gain +4 Cha and enthrall subjects.

9 **Gate**. Connects two planes for travel or summoning.

GOOD DOMAIN

Deities: Knight of the Gods, The Holy Mother, The Speaker of the Word, The True, The Eternal Lantern, The Raiser, The Peacemaker, The Pure One, Lord of the Silver Linings, The Traveler, The Guardian, Raconteur, The Shimmering One, The Great Huntress, The Coddler.

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells: See the *Player's Handbook* p164.

HATRED DOMAIN

Deities: The Corrupter, Emperor of Scorn.

Granted Powers: Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts one minute.

HATRED DOMAIN SPELLS

1 **Doom**. One subject suffers –2 on attacks, damages, saves and checks.
2 **Scare**. Panics creatures up to 5 HD (15-ft. radius).
3 **Bestow Curse**. –6 to an ability; -4 on attacks, saves and checks; or 50% chance of losing each action.
4 **Emotion (hate effect only).** Arouses strong emotion in subject.
5 **Righteous Might**. Your size increases, and you gain +4 Str.
6 **Forbiddance**. Denies area to creatures of another alignment.
7 **Blasphemy**. Kills, paralyzes, weakens or dazes nonevil subjects.
8 **Antipathy**. Object or location affected by spell repels certain creatures.
9 **Wail of the Banshee**. Kills one creature/level.

HEALING DOMAIN

Deities: The Holy Mother, The Raiser, The Peacemaker, The Pure One, Lord of the Silver Linings, The Coddler, Powermaster.

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells: See the *Player's Handbook* p164.

ILLUSION DOMAIN

Deities: Riftmaster, Prince of Terror

Granted Power: you cast all illusion spells at +1 caster level.

ILLUSION DOMAIN SPELLS

1 **Silent image**. Creates minor illusion of your design.
2 **Minor image**. Creates audial and visual illusion of your design.
3 **Displacement**. Attacks miss subject 50%.
4 **Phantasmal Killer**. Fearsome illusion kills one creature or deals 3d6 damage.
5 **Persistent Image**. As *major image*, but no concentration required.
6 **Mislead**. Turns you invisible and creates illusory double.
7 **Project Image.** Illusory double can talk and cast spells.
8 **Screen**. Illusion hides area from vision, scrying.
9 **Weird**. As *phantasmal killer*, but affects all within 30 ft.

INQUISITION DOMAIN

Deities: The Speaker of the Word.

Granted Power: Gain a +4 bonus on all dispel checks.

INQUISITION DOMAIN SPELLS

1 **Detect Evil**. Reveals creatures, spells or objects.
2 **Zone of Truth**. Subjects within range can't lie.
3 **Detect Thoughts**. Allows "listening" to surface thoughts.
4 **Discern Lies**. Reveals deliberate falsehoods.
5 **True Seeing**. See all things as they really are.
6 **Forbiddance**. Denies area to creatures of another alignment.
7 **Dictum**. Kills, paralyzes, weakens or dazes non-lawful subjects.
8 **Holy Aura**. +4 AC, +4 resistance, and SR 25 against evil spells.
9 **Trap the Soul**. Imprisons subject within gem.

KNOWLEDGE DOMAIN

Deities: The Speaker of the Word, The True, Raconteur, The Mule, Powermaster, Eye Opener, The Riftmaster, The Landlord, Fate Scribe, The Watcher, Emperor of Scorn.

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells: See the *Player's Handbook* p164.

LAW DOMAIN

Deities: Knight of the Gods, The Holy Mother, The Speaker of the Word, The True, The Eternal Lantern, The Founder, The Mule, Powermaster, The Old Man, Eye Opener, The Corrupter, The Overlord, The Dark One, The Flaymaster.

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells: See the *Player's Handbook* p164.

LUCK DOMAIN

Deities: The Pure One, Lord of the Silver Linings, Raconteur, The Great Huntress, The Landlord, Risk.

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells: See the *Player's Handbook* p164.

MADNESS DOMAIN

Deities: The Storm Lord, The Laugher, The Confuser of Ways.

Granted Power: You gain an "Insanity" score equal to half your class level (add cleric levels to other class levels for this purpose. For spellcasting (determining bonus spells and DCs), add this score to your Wisdom score and use the result in place of Wisdom alone. For all other purposes, such as skill checks and saving throws, subtract this score from your Wisdom score and use the result in place of Wisdom alone. This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently- often erratically. Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or a Will saving throw. Choose to use this power before the roll is made.

MADNESS DOMAIN SPELLS

1. **Random Action**. One creature acts randomly for 1 round.
2 **Touch of Madness**.* Dazes one creature for 1 round/level.
3 **Rage**.* Gives +4 Str, +4 Con, +2 morale bonus on will saves.
4 **Confusion**. Makes subject behave oddly for 1 round/level.

5 **Bolts of Bedevilment**. One ray per round dazes targets for 1d3 rounds.
6 **Phantasmal Killer**. Fearsome illusion kills one creature or deals 3d6 damage.
7 **Insanity**. Subject suffers continuous *confusion*.
8 **Maddening Scream**.* Target has -4 AC, cannot use a shield, makes Reflex saves on a natural 20 only.
9 **Weird**. As *phantasmal killer*, but affects all within 30 ft.

MAGIC DOMAIN

Deities: The Mule, The Riftmaster, Fate Scribe.

Granted Power: Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective levels stack.

Magic Domain Spells: See the *Player's Handbook* p164.

MENTALISM DOMAIN

Deity: Powermaster.

Granted Power: You can generate a mental ward, a spell like ability to grant someone you touch a resistance bonus on her next Will saving throw equal to your level +2. Activating this power is a standard action. The mental ward is an abjuration effect with a duration of one hour that is useable once per day.

Mentalism Domain Spells

1 **Random Action**. One creature acts randomly for one round.
2 **Detect Thoughts**. Allows "listening" to surface thoughts.
3 **Clairaudiance/Clairvoyance**. Hear or see at a distance for 1min./level.
4 **Modify Memory**. Changes 5 minutes of subject's memories.
5 **Mind Fog**. Subjects in fog get –10 Wis, Will checks.
6 **Shasseril's Telepathic Bond**. Link lets allies communicate.
7 **Antipathy**. Object or location affected by spell repels certain creatures.
8 **Mind Blank**. Subject is immune to mental/emotional magic and scrying.
9 **Astral Projection**. Projects you and companions into the astral plane.

METAL DOMAIN

Deities: The Founder, Mother of the Elements, Battle Rager.

Granted Power: Free Martial or Exotic Weapon Proficiency and weapon focus with your choice of hammer.

Metal Domain Spells

1 **Magic Weapon**. Weapon gains +1 bonus.
2 **Heat Metal**. Hot metal damages those who touch it.
3 **Keen Edge**. Doubles normal weapon's threat range.
4 **Rusting Grasp**. Your touch corrodes iron and alloys.
5 **Wall of Iron**. 30 hp/four levels; can topple onto foes.
6 **Blade Barrier**. Blades encircling you deal 1d6 damage/level.
7 **Transmute Metal to Wood**. Metal within 40 ft. becomes wood.
8 **Iron Body**. Your body becomes living iron.
9 **Repel Metal or Stone**. Pushes away metal and stone.

MIND DOMAIN

Deities: The Coddler, Eye Opener, Fate Scribe, Prince of Terror.

Granted Power: Gain a +2 bonus on Bluff, Diplomacy, Innuendo, Read Lips, and Sense Motive checks. Gain a +2 bonus on Will saves against enchantment spells and effects.

Mind Domain Spells

1 **Comprehend Languages**. Understands all spoken and written languages.
2 **Detect Thoughts**. Allows "listening" to surface thoughts.
3 **Lesser Telepathic Bond**.* Link with subject within 30 feet for 10 min./level.
4 **Discern Lies**. Reveals deliberate falsehoods.
5 **Shasseril's Telepathic Bond**. Link lets allies communicate.
6 **Probe Thoughts**.* Read subject's memories, one question/round.
7 **Brain Spider**. Eavesdrop on thoughts of up to eight other creatures.
8 **Mind Blank**. Subject is immune to mental/emotional magic and scrying.
9 **Weird**. As *phantasmal killer*, but affects all within 30 ft.

MOON (DIADOLAI) DOMAIN

Deities: The Shimmering One.

Granted Power: Free Point Blank Shot feat.

Moon (Diadolai) Domain Spells

1 **True Strike**. Adds +20 bonus to your attack roll.
2 **Cat's Grace**. Subject gains 1d4+1 Dex for 1 hr./level.
3 **Snare**. Creates a magical booby trap.
4 **Tree Stride**. Step from one tree to another far away.
5 **Commune With Nature**. Learn about terrain for 1 mile/level.
6 **Find the Path**. Shows most direct way to a location.
7 **Liveoak**. Oak becomes treant guardian.
8 **Sunburst**. Blinds all within 10 ft., deals 3d6 damage.
9 **Prismatic Sphere**. As *prismatic wall*, but surrounds on all sides.

MOON (PELSELOND) DOMAIN

Deities: The Shimmering One.

Granted Power: Turn or destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a total number of times per day equal to three + your Charisma modifier.

Moon (Pelselond) Domain Spells

1 **Faerie Fire**. Outlines subjects with light, canceling *blur*, concealment, etc.
2 **Moonbeam**.* A cone of pale moonlight springs from your hand.

3 **Moonblade.*** A 3-foot long blazing beam of moonlight springs forth from your hand.

4 **Emotion**. Arouses strong emotion in subject.

5 **Moon Path.*** Create a stair or bridge from one spot to another.

6 **Permanent Image**. Includes sight, sound and smell.

7 **Insanity**. Subject suffers continuous confusion.

8 **Animal Shapes**. One ally/level *polymorphs* into chosen animal.

9 **Moonfire.*** A cone of fiery white moonlight springs from your hand.

MOON (VESHEMO) DOMAIN

Deities: The Shimmering One.

Granted Power: Turn or destroy lycanthropes as a good cleric turns undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Moon (Veshemo) Domain Spells

1 **Sleep**. Put 2d4 HD of creatures into comatose slumber.

2 **Eclipse** (same as *darkness*). 20-ft radius of supernatural darkness.

3 **Detect Lycanthrope.*** Allows the caster to detect the number, direction and type of lycanthrope in the area.

4 **Shadowskin.*** Target's skin becomes as black as night, giving a bonus to hide.

5 **Veshemo Wanes.*** Causes all lycanthropes to revert to human form.

6 **Rising Tides (same as Control Water).**

7 **Shadow Walk**. Step into shadow to travel rapidly.

8 **Moonthrust.*** A ray destroys an undead creature.

9 **Dusk.*** Creates night in a 100 feet radius of the caster.

MYSTICISM DOMAIN

Deities: The Coddler, The Prince of Terror.

Granted Power: You apply your Charisma modifier (if positive) as a bonus on all saving throws. If you already have this ability (for example, because you are a paladin), you add +1 to the bonus.

Mysticism Domain Spells

1 **Divine Favor**. You gain attack, damage bonus, +1/3 levels.

2 **Spiritual Weapon**. Magical weapon attacks on its own.

3 **Lesser Aspect of the Deity.*** Your form becomes more like your deity's.

4 **Weapon of the Deity.*** +1 to your weapon's attack and damage, plus a special ability.

5 **Righteous Might**. Your size increases, and you gain +4 Strength.

6 **Aspect of the Deity.*** As *lesser aspect* but you get celestial or fiendish qualities.

7 **Blasphemy/Holy Word****. Kills, paralyzes, weakens or dazes nonevil/nongood subjects.

8 **Holy Aura/Unholy Aura****. +4 AC, +4 resistance, and SR 25 against evil/good spells.

9 **Greater Aspect of the Deity.*** As *lesser aspect* but gain wings, enhanced ability scores, and various resistances and immunities.

**Choose one spell of those given, based on alignment; that spell (only) is always your domain spell for this level.

NOBILITY DOMAIN

Deities: Knight of the Gods, The True.

Granted Power: You have the spell-like ability to inspire allies, giving them +2 morale bonus on saving throws, attack rolls, ability checks, and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

Nobility Domain Spells

1 **Divine Favor**. You gain attack, damage bonus, +1/3 levels.

2 **Enthrall**. Captivates all within 100 ft. + 10 ft./level.

3 **Magic Vestment**. Armor or shield gains +1 enhancement per three levels.

4 **Discern Lies**. Reveals deliberate falsehoods.

5 **Greater Command**. As *command*, but affects one subject/level.

6 **Geas/Quest**. As *lesser geas*, plus it affects any creature.

7 **Repulsion**. Creatures can't approach you.

8 **Demand**. As *sending*, plus you can send suggestion.

9 **Storm of Vengeance**. Storm rains acid, lightning and hail.

OBLIVION DOMAIN

Deities: The Confuser of Ways.

Granted Power: Once per day, you may use the spell-like ability sow doubt. Sow doubt requires a touch attack against an opponent. The opponent is disoriented and must make a Will save (DC 10 + 1/2 your cleric level + your Wis modifier) to take any action. Sow doubt lasts for one round per your cleric level.

Oblivion Domain Spells

1 **Spellscatter*** [scalable]. Target loses 1d3 prepared spells.

2 **Hypnotic Pattern**. Fascinates 2d4+1 HD/level of creatures.

3 **Bestow Curse (reduce Intelligence only).** –6 to an ability; -4 on attacks, saves and checks; or 50% chance of losing each action.

4 **Confusion**. Makes subject behave oddly for 1 round/level.

5 **Feeblemind**. Subject's Int drops to 1.

6 **Mind Fog**. Subjects in fog get –10 Wis, Will checks.

7 **Mislead**. Turns you invisible and creates illusory double.

8 **Obscurity.*** Makes the target unnoticeable.

9 **Amnesia.*** A creature loses all memories, i.e. skills, feats and spells.

OCEAN DOMAIN

Deities: Mother of the Elements, The Storm Lord, Creator of Strife.

Granted Power: you have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up to ten rounds per level. This effect occurs automatically as soon as it applies lasts until it runs out or is no longer needed, can operate multiple times per day (up to the total daily limit of rounds).

Ocean Domain Spells

1 **Endure Elements**. Ignores 5 damage/round from one energy type.
2 **Sound Burst**. Deals 1d8 sonic damage to subjects; may stun them.
3 **Water Breathing**. Subject can breathe underwater.
4 **Freedom of Movement**. Subject moves normally despite impediments.
5 **Wall of Ice**. *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.
6 **Emmuk's Freezing Sphere**. Freezes water or deals cold damage.
7 **Waterspout**.* Water rises up in a whirling, cylindrical column.
8 **Maelstrom**.* Creates a deadly vortex in water.
9 **Elemental Storm** (cast as a water spell only). Summons 2d4 Large, 1d4 Huge elementals.

PESTILENCE DOMAIN

Deities: The Rotlord

Granted Power: Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

Pestilence Domain Spells

1 **Doom**. One subject suffers –2 on attacks, damage, saves and checks.
2 **Summon Monster II**. Calls 1d3 fiendish dire rats to fight for you.
3 **Contagion**. Infects subject with chosen disease.
4 **Poison**. Touch deals 1d10 Con damage, repeats in 1 min.
5 **Plague of Rats**.* Summons horde of diseased rats.
6 **Curse of Lycanthropy**.* Causes temporary lycanthropy in subject.
7 **Scourge**.* Inflicts a disease that must be magically cured, one subject/level.
8 **Create Greater Undead**. Creates one mummy from a corpse.
9 **Otyugh Swarm**.* Creates 3d4 otyughs or 1d3+1 Huge otyughs.

PLANNING DOMAIN

Deities: The Founder, The Old Man.

Granted Power: Free Extend Spell feat.

Planning Domain Spells

1 **Deathwatch**. Determine how wounded subjects are, within 30 ft. area.
2 **Augury**. Learns whether an action will be good or bad.
3 **Clairaudiance/Clairvoyance**. Hear or see at a distance for 1 min./level.
4 **Status**. Monitors condition, position of allies.
5 **Detect Scrying**. Alerts you of magical eavesdropping.
6 **Heroes' Feast**. Food for 1 creature/level, cures and blesses.
7 **Greater Scrying**. As *scrying*, but faster and longer.
8 **Discern Location**. Exact location of creature or object.
9 **Time Stop**. You act freely for 1d4+1 rounds.

PLANT DOMAIN

Deities: The Raiser, The Bear, The Laugher, Locust Lord.

Granted Power: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. Knowledge (nature) is a class skill.

Plant Domain Spells: See the *Player's Handbook* p164.

PORTAL DOMAIN

Deities: The Traveler, The Riftmaster, The Watcher.

Granted Power: You can detect an active or inactive *portal* as if it were a secret door (DC 20).

Portal Domain Spells

1 **Summon Monster I**. Calls outsider to fight for you.
2 **Analyze Portal**.* Allows the caster to detect and study any portals within an area.
3 **Dimensional Anchor**. Bars extradimensional movement.
4 **Dimension Door**. Teleports you and up to 500 lb.
5 **Teleport**. Instantly transports you anywhere.
6 **Banishment**. Banishes 2 HD/level extraplanar creatures.
7 **Etherealness**. Travel to Ethereal Plane with companions.
8 **Maze**. Traps subject in extradimensional maze.
9 **Gate**. Connects two planes for travel or summoning.

PROTECTION DOMAIN

Deities: Knight of the Gods, The True, The Raiser, The Peacemaker, The Guardian, The Coddler, The Founder.

Granted Power: You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells: See the *Player's Handbook* p165.

RENEWAL DOMAIN

Deities: The Lord of Silver Linings, The Bear.

Granted Power: If you fall below Zero hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. The supernatural ability functions once per day. If an attack brings you to minus ten hit points or less, you die before this power takes effect.

Renewal Domain Spells

1 **Charm Person**. Makes one person your friend.
2 **Lesser Restoration**. Dispels magic ability penalty or repairs 1d4 ability damage.
3 **Remove Disease**. Cures all diseases affecting subject.

4 **Reincarnate**. Brings dead subject back in a random body.
5 **Atonement**. Removes burden of misdeeds from one subject.
6 **Heroes' Feast**. Food for 1 creature/level, cures and blesses.
7 **Greater Restoration**. As *restoration*, plus restores all levels and ability scores.
8 **Polymorph Any Object**. Changes any subject into anything else.
9 **Freedom**. Releases creature suffering *imprisonment*.

RETRIBUTION DOMAIN

Deities: The True, The Seller of Souls.

Granted Power: If you have been harmed by someone in combat, you may take a strike of vengeance with a melee or ranged weapon against an individual on your next action. If this attack hits, you deal maximum damage. You may use this supernatural ability once per day.

RETRIBUTION DOMAIN SPELLS

1 **Shield of Faith**. Aura grants +2 or higher deflection bonus.
2 **Endurance**. Gain 1d4+1 Con for 1 hr./level.
3 **Speak with Dead**. Corpse answers one question/two levels.
4 **Fire Shield**. Creatures attacking you take fire damage; you're protected from heat or cold.
5 **Mark of Justice**. Designates action that will trigger *curse* on subject.
6 **Banishment**. Banishes 2 HD/level extraplanar creatures.
7 **Spell Turning**. Reflect 1d4+6 spell levels back at caster.
8 **Discern Location**. Exact location of creature or object.
9 **Storm of Vengeance**. Storm rains acid, lightning and hail.

RUNE DOMAIN

Deities: Eye Opener, The Landlord.

Granted Power: Free Scribe Scroll feat.

RUNE DOMAIN SPELLS

1 **Erase**. Mundane or magical writing vanishes.
2 **Secret Page**. Changes one page to hide its real content.
3 **Glyph of Warding**. Inscription harms those who pass it.
4 **Explosive Runes**. Deals 6d6 damage when read.
5 **Lesser Planar Binding**. Traps outsider until it performs a task.
6 **Greater Glyph of Warding**. As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
7 **Hurra's Instant Summons**. Prepared object appears in your hand.
8 **Symbol**. Triggered runes have array of effects.
9 **Teleportation Circle**. Circle teleports any creature inside to designated spot.

SCALYKIND DOMAIN

Deities: The Confuser of Ways.

Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead. Use this ability a total number of times a day equal to three + your Charisma modifier.

SCALYKIND DOMAIN SPELLS

1 **Magic Fang**. One natural weapon of subject creature gets +1 bonus to attack and damage.
2 **Animal Trance+**. Fascinates 2d6 HD of animals.
3 **Greater Magic Fang**. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).
4 **Poison**. Touch deals 1d10 Con damage, repeats in 1 min.
5 **Animal Growth+**. One animal/two levels doubles in size, HD.
6 **Eyebite**. *Charm*, *fear*, *sicken* or *sleep* one subject.
7 **Creeping Doom (composed of tiny snakes)**. Carpet of tiny snakes attacks at your command.
8 **Animal Shapes+**. One ally/level polymorphs into chosen animal.
9 **Shapechange**. Transforms you into any creature, and change forms once per round.
+Affects ophidian and reptilian creatures only.

SENTINEL DOMAIN

Deities: The Eternal Lantern.

Granted Power: You gain a +2 bonus to all Scry checks.

SENTINEL DOMAIN SPELLS

1 **Protection From Evil**. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2 **Piercing the Fiend's Veil**.* Identifies a fiend no matter what shape it takes.
3 **Magic Circle against Evil**. As *protection* spells, but 10-ft. radius and 10 min./level.
4 **Dispel Evil**. +4 bonus against attacks.
5 **True Seeing**. See all things as they really are.
6 **Banishment**. Banishes 2 HD/level extraplanar creatures.
7 **Know True Name**.* Reveals the true name of a fiend to the caster.
8 **Holy Aura**. +4 AC, +4 resistance, and SR 25 against evil spells.
9 **Astral Projection**. Projects you and companions into Astral Plane.

SLIME DOMAIN

Deities: The Rotlord.

Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma Modifier.

SLIME DOMAIN SPELLS

1 **Grease**. Makes 10-ft square or one object slippery.
2 **Folnester's Acid Arrow**. Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
3 **Poison**. Touch deals 1d10 Con damage, repeats in 1 min.
4 **Rusting Grasp**. Your touch corrodes iron and alloys.
5 **Alaki's Black Tentacles**. 1d4 + 1/level tentacles grapple randomly within 15 ft.
6 **Transmute Rock to Mud**. Transforms two 10-ft. cubes/level.
7 **Destruction**. Kills subject and destroys remains.

8 **Power Word, Blind**. Blinds 200 hp worth of creatures.
9 **Implosion**. Kills one creature/round.

SPELL DOMAIN

Deities: The Riftmaster.

Granted Power: You gain a +2 bonus on Concentration and Spellcraft checks.

Spell Domain Spells

1 **Mage Armor**. Gives subject +4 armor bonus.
2 **Silence**. Negates sound in 15-ft. radius.
3 **Anyspell**.* Read and prepare any arcane spell of up to 2nd level.
4 **Shasseril's Mnemonic Enchanter**. Prepares extra spells or retains one just cast.
5 **Break Enchantment**. Frees subjects from enchantments, alteration, curses and petrification.
6 **Greater Anyspell**.* Read and prepare any arcane spell of up to 5th level.
7 **Limited Wish**. Alters reality – within spell limits.
8 **Antimagic Field**. Negates magic within 10 ft.
9 **Dorama's Disjunction**. Dispels magic, disenchants magic item.

SPIDER DOMAIN

Deities: The Locust Lord.

Granted Power: Rebuke or command spiders as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three plus your Charisma factor.

Spider Domain Spells

1 **Spider Climb**. Grants ability to walk on walls and ceilings.
2 **Summon Swarm**. Summons swarm of small crawling or flying creatures.
3 **Phantom Steed** (as a vermin shape). Magical steed appears for 1 hour/level.
4 **Giant Vermin**. Turns insects into giant vermin.
5 **Insect Plague**. Insect horde limits vision, inflicts damage and weak creatures flee.
6 **Spider Curse**.* Transforms a humanoid into drider-like creature subject to caster's will.
7 **Stone Spiders**.* Transforms pebbles into spider-like constructs, or gives vermin benefits of *stoneskin* spell.
8 **Creeping Doom**. Carpet of insects attacks at your command.
9 **Spider Shapes**.* Transforms willing targets into monstrous spiders.

STORM DOMAIN

Deities: The Storm Lord.

Granted Power: You gain electricity resistance 5.

Storm Domain Spells

1 **Entropic Shield**. Ranged attacks against you suffer 20% miss chance.
2 **Gust of Wind**. Blows away or knocks down smaller creatures.
3 **Call Lightning**. Directs lightning bolts (1d10/level) during storms.
4 **Sleet Storm**. Hampers vision and movement.
5 **Giant Vermin**. Turns insects into giant vermin.
6 **Summon Monster VI (air spell only)**. Calls outsider to fight for you.
7 **Control Weather**. Changes weather in local area.
8 **Whirlwind**. Cyclone inflicts damage and can pick up creatures.
9 **Storm of Vengeance**. Storm rains acid, lightning and hail.

STRENGTH DOMAIN

Deities: The Speaker of the Word, Powermaster, The Old Man, Battle Rager, The Storm Lord, The Overlord, Emperor of Scorn.

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it's usable once per day.

Strength Domain Spells: See the *Player's Handbook* p165.

SUFFERING DOMAIN

Deities: The Overlord, The Flaymaster.

Granted Power: You may use a pain touch once per day. Make a melee touch attack against a living creature, which bestows on that creature a minus two enchantment penalty to Strength and Dexterity for one minute on a successful attack. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells

1 **Bane**. Enemies suffer –1 attack, -1 on saves against fear.
2 **Endurance**. Gain 1d4+1 Con for 1 hr./level.
3 **Bestow Curse**. –6 to an ability; -4 on attacks, saves and checks; or 50% chance of losing each action.
4 **Enervation**. Subject gains 1d4 negative levels.
5 **Feeblemind**. Subject's Intelligence drops to 1.
6 **Harm**. Subject loses all but 1d4 hp.
7 **Eyebite (sicken effect only)**. *Sicken* one subject.
8 **Symbol (pain effect only)**. Triggered runes have array of effects.
9 **Horrid Wilting**. Deals 1d8 damage/level within 30 ft.

SUMMONING DOMAIN

Deities: Mother of the Elements, Riftmaster.

Granted Power: You cast any *summon monster* spell at twice your caster level, increasing the range and duration of the spell,

Summoning Domain Spells

1 **Summon Monster I**. Calls outsider to fight for you.
2 **Summon Monster II**. Calls outsider to fight for you.
3 **Summon Monster III**. Calls outsider to fight for you.
4 **Lesser Planar Ally**. Exchange services with an 8 HD monster.
5 **Summon Monster V**. Calls outsider to fight for you.

6 **Planar Ally**. As *lesser planar ally*, but up to 16 HD.
7 **Summon Monster VII**. Calls outsider to fight for you.
8 **Greater Planar Ally**. As *lesser planar ally*, but up to 24 HD.
9 **Gate**. Connects two planes for travel or summoning.

SUN DOMAIN

Deities: The Eternal Lantern, The Traveler.

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells: See the *Player's Handbook* p165.

TEMPEST DOMAIN

Deities: The Storm Lord, Creator of Strife.

Granted Power: You can see normally in fog and rain.

TEMPEST DOMAIN SPELLS

1 **Flash of Lightning**.* Creates a blinding sphere of light.
2 **Thunderclap**.* Deals 1d4 points of damage per level of the caster (5d4 max).
3 **Call Lightning**. Directs lightning bolts (1d10/level) during storms.
4 **Sleet Storm**. Hampers vision and movement.
5 **Control Winds**. Change wind direction and speed.
6 **Chain Lightning**. 1d6 damage/level; secondary bolts.
7 **Control Weather**. Changes weather in local area.
8 **Whirlwind**. Cyclone inflicts damage and can pick up creatures.
9 **Wrath of the Heavens**.* Creates hurricane-like effects.

TERROR DOMAIN

Deities: Prince of Terror.

Granted Power: You gain a +2 bonus on Intimidate checks.

TERROR DOMAIN SPELLS

1 **Cause Fear**. One creature flees for 1d4 rounds.
2 **Scare**. Panics creatures up to 5 HD (15-ft radius).
3 **Fear**. Subjects within cone flee for 1 round/level.
4 **Phantasmal Killer**. Fearsome illusion kills one creature or deals 3d6 damage.
5 **Emotion (despair)**. Arouses despair in subject.
6 **Repulsion**. Creatures can't approach you.
7 **Symbol (fear only)**. Triggered runes cause fear.
8 **Unforgettable Terror**.* Cause a creature to panic for 1d6 minutes.
9 **Weird**. As *phantasmal killer*, but affects all within 30 ft.

TIME DOMAIN

Deities: The Fate Scribe.

Granted Power: Free Improved Initiative feat.

TIME DOMAIN SPELLS

1 **True Strike**. Adds +20 bonus to your attack roll.
2 **Gentle Repose**. Preserves one corpse.
3 **Haste**. Extra partial action and +4 AC.
4 **Freedom of Movement**. Subject moves normally despite impediments.
5 **Permanency**. Makes certain spells permanent; costs XP.
6 **Contingency**. Sets trigger condition for another spell.
7 **Mass Haste**. As *haste*, affects 1/level subjects.
8 **Foresight**. "Sixth sense" warns of impending danger.
9 **Time Stop**. You act freely for 1d4+1 rounds.

TIMING DOMAIN

Deities: The Riftmaster.

Granted Power: You gain the Expert Timing feat for free.

TIMING DOMAIN SPELLS

1 **Expeditious Retreat**. Doubles your speed.
2 **Slow**. One subject/level takes only partial actions, -2 AC, -2 melee rolls.
3 **Haste**. Extra partial action and +4 AC.
4 **Wisdom of the Ancients**.* Gives the caster bonuses to Intelligence, Wisdom and Charisma.
5 **Glimpse of the Future**.* A precognitive vision grants you a +20 insight bonus to a single attack roll, save or skill check within the next 24 hours.
6 **Mass Haste**. As *haste*, affects 1/level subjects.
7 **Echo of the Whirlwind**.* The caster attacks and defends at greater speeds.
8 **Divine Stasis**.* Places an object or creature in suspended animation.
9 **Natural Death**.* One creature ages rapidly and dies.

TRADE DOMAIN

Deities: The Landlord.

Granted Power: You may use *detect thoughts* once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma bonus. Activating this power is a free action.

TRADE DOMAIN SPELLS

1 **Message**. Whispered conversation at distance.
2 **Gembomb**.* Converts up to 5 gems into bombs the caster can throw.
3 **Eagle's Splendor**.* Enhances target's Charisma by 1d4+1 points temporarily.
4 **Sending**. Delivers short message anywhere, instantly.
5 **Fabricate**. Transforms raw materials into finished items.
6 **True Seeing**. See all things as they really are.
7 **Dorama's Magnificent Mansion**. Door leads to extradimensional mansion.
8 **Mind Blank**. Subject is immune to mental/emotional magic and scrying.
9 **Discern Location**. Exact location of creature or object.

TRAVEL DOMAIN

Deities: The Traveler, The Guardian, Eye Opener, The Watcher.

Granted Powers: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impeded movement (similar to the effect of the spell *freedom of movement*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability. Wilderness Lore is a class skill.

Travel Domain Spells: See the *Player's Handbook* p165.

TRICKERY DOMAIN

Deities: The Landlord, Risk, The Laugher, The Corrupter, The Seller of Souls, The Confuser of Ways, Prince of Terror, The Vicelord

Granted Powers: Bluff, Disguise and Hide are class skills.

Trickery Domain Spells: See the *Player's Handbook* p165.

TYRANNY DOMAIN

Deities: The Overlord

Granted Power: Add +2 to the saving throw DC of any compulsion spell you cast.

TYRANNY DOMAIN SPELLS

1 **Command**. One subject obeys one-word command for 1 round.
2 **Enthrall**. Captivates all within 100 ft. + 10 ft./level.
3 **Discern Lies**. Reveals deliberate falsehoods.
4 **Fear**. Subjects within cone flee for 1 round/level.
5 **Greater Command**. As *command*, but affects one subject/level.
6 **Geas/Quest**. As lesser geas, plus it affects any creature.
7 **Koval's Grasping Hand**. Hand provides cover, pushes or grapples.
8 **Mass Charm**. As *charm monster*, but all within 30 ft.
9 **Energy Drain**. Subject gains 2d4 negative levels.

UNDEATH DOMAIN

Deities: Harvester of Souls.

Granted Power: Free Extra Turning feat.

UNDEATH DOMAIN SPELLS

1 **Detect Undead**. Reveals undead within 60 ft.
2 **Desecrate**. Fills area with negative energy, making undead stronger.
3 **Animate Dead**. Creates undead skeletons and zombies.
4 **Death Ward.** Grants immunity to death spells and effects.
5 **Circle of Doom.** Deals 1d8 +1/level damage in all directions.
6 **Create Undead.** Ghouls, shadows, ghasts, wights or wraiths.
7 **Control Undead.** Undead don't attack you while under your command.
8 **Create Greater Undead.** Mummies, spectres, vampires and ghosts.
9 **Energy Drain.** Subject gains 2d4 negative levels.

WAR DOMAIN

Deities: Knight of the Gods, The Old Man, Battle Rager.

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

War Domain Spells: See the *Player's Handbook* p165.

WARDING DOMAIN

Deities: The Peacemaker.

Granted Power: One item you possess is protected by the *alarm* spell at all times. You may change which item is protected each time you gain a level.

WARDING DOMAIN SPELLS

1 **Deterrence.*** Protects an object from attack.
2 **Consecrate**. Fills area with positive energy, making undead weaker.
3 **Glyph of Warding**. Inscription harms those who pass it.
4 **Explosive Runes**. Deals 6d6 damage when read.
5 **Hallow**. Designates location as holy.
6 **Greater Glyph of Warding**. As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
7 **Protected Portal.*** Protects a portal from wrongful entry.
8 **Symbol**. Triggered runes have array of effects.
9 **Antipathy**. Object or location affected by spell repels certain creatures.

WATER DOMAIN

Deities: Mother of the Elements, The Storm Lord, Creator of Strife.

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3+ your Charisma modifier.

Water Domain Spells: See the *Player's Handbook* p165.

NEW DRUID AND SHAMAN SPELLS

0-LEVEL DRUID AND SHAMAN SPELL

Trans **Liana**. Causes a vine to grow so that it can be used as a rope.

1ST-LEVEL DRUID AND SHAMAN SPELL

Conj **Summon Fey** [scalable]. Summons a Fey creature.

2ND-LEVEL DRUID AND SHAMAN SPELL

Div **Wild Sense**. The caster gains the senses of a wild animal.

3RD-LEVEL DRUID AND SHAMAN SPELL

Conj **Wall of Fungus**. Creates a wall of mottled green fungus.

4TH-LEVEL DRUID AND SHAMAN SPELL

Conj	**Wild Pack**. Summons a pack of wardogs.

5TH-LEVEL DRUID AND SHAMAN SPELL

Conj	**Dust Storm**. Creates a dust cloud that prevents sight.

6TH-LEVEL DRUID AND SHAMAN SPELLS

Trans	**Draw Forth the Oak Spirit**. Allows the caster to create a dryad.
	Woodiron. Iron or steel becomes wood.

9TH-LEVEL DRUID AND SHAMAN SPELL

Trans	**Divine Stasis**. Places an object or creature in suspended animation.

NEW PALADIN SPELLS

1ST-LEVEL PALADIN SPELL

Evoc	**Graced by Saints** [scalable]. Target creature heals at an accelerated rate.

4TH-LEVEL PALADIN SPELL

Trans	**Weapon of the Deity**. +1 to your weapon's attack and damage, plus a special ability.

NEW RANGER SPELL

2ND-LEVEL RANGER SPELL

Div	**Wild Sense**. The caster gains the senses of a wild animal.

NEW SORCERER, SPELLSINGER AND WIZARD SPELLS

0-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS (CANTRIPS)

Abjur	**Eyes Open**. Gives a bonus to saves versus sleep.
Div	**Spot Invisible**. The caster can glimpse an invisible creature.
Ench	**Daydream**. Distracts a creature.
Evoc	**Jolt**. Shocks a creature into dropping items.
Necro	**Unnerve**. Causes a creature to become shaken.

1ST-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS

Abjur	**Dorama's Battle Ward**. Places an anti-magic aura around 2 combatants.
	Enchantment Disruption. Depletes 1d6 charges from an item.
	End [scalable]. Dispels a spell that you cast.
Conj	**Tracker**. Summons a dog for tracking.
Ench	**Stupor** [scalable]. Causes the target to lose 1 prepared spell.
Illus	**Appear as Wizard**. Another creature appears to cast the wizard's spells.
Trans	**A Moment Ago** [scalable]. Duplicates the most recent spell from the last round.
	Disinter. Brings to the surface any item buried by the caster.
	False Strike. A creature gets –20 to its next attack roll.
	Pounding Stones. Inflicts 1d4 points of damage per level of the caster (5d4 max).
	Silken Grasp. The caster becomes more adept at grabbing an opponent.
	Spellscatter [scalable]. Target loses 1d3 prepared spells.

2ND-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS

Conj	**Chromatic Rod**. Creates a magical club that stuns opponents.
	Wall of Thought. Creates an invisible wall.
Ench	**Exile**. Causes a creature to leave your area.
	Imaginary Chains. Makes the affected creatures fell as if their items weighed double.
Evoc	**Inspiration**. A creature gains 1d4+1 points of Intelligence.
Illus	**Inaudibility**. Affected creatures make no sound except for speaking.
	Scorn. A target loses 1d4+1 points of Charisma.
	Summon Spirit. Creates an incorporeal creature.
Invoc	**Skay's Flaming Bolt**. Deals 1d4 points of damage per level of the caster (5d4 max).
Necro	**Bone Rot**. Deals 2d6 damage to a corporeal undead (4d6 to skeletons).
	Wall of Shadows. Creates a wall of darkness that saps Strength.
Trans	**Ambidexterity**. Target gains Ambidexterity as the feat.
	Hammerfist. Transforms the caster's fists into warhammers.
	Icy Hands. Sends a blast of cold from the caster's hands.

3RD-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS

Abjur	**Chromatic Crown**. Gives the caster Spell Resistance equal to 10+ caster level.
	Grounding. Transfers all electricity to a grounding point.
Conj	**Ochre Cloud**. Creates a cloud that saps Strength from those in it.
	Sandstorm. Blocks all vision and reduces movement by half.
Evoc	**Blazing Star**. Creates a blinding flash of light.
	Forcesphere. The caster is encompassed in a sphere of force.
Illus	**Spectral Assassin**. Creates an assassin that attacks once for 5d6 points of damage.
Necro	**Slow Death**. All creatures lose 1 hit point per round.
	Taint of Evil. One target gains the Undead trait.

Trans	**Ranged Blindsight**. Gives one creature blindsight with a 30-foot range.

4TH-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS

Abjur	**Ethereal Lock**. Prevents Ethereal creatures from shifting.
Conj	**Wall of Fungus**. Creates a wall of mottled green fungus.
Div	**Sarmar's Coin Beacon**. Allows the caster to trace a metal object on the same plane.
Ench	**Gold Lust**. A creature tries to gain as much money as possible.
Evoc	**Blinding Beauty**. Gives a creature +6 enhancement bonus to Charisma.
Illus	**Shadow Plate**. Creates an illusion of half plate around the target.
Necro	**Shathy's Pestilence**. Creates a gust of wind that numbs and decays creatures.
	Shadowskin. Target's skin becomes black, giving a bonus to hide in shadows.
	Wall of Souls. Creates a wall that drains levels.
Trans	**Fetching Carpet**. Brings a creature to the caster.
	Gateway to Immortality (aka Cluo's Closet). Creates an extra-dimensional space for food, equipment or prisoners.
	Wave in Motion. Gives the caster transportation over water.

5TH-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS

Abjur	**Spell Magnet**. The affected creature becomes the target of all new spells.
Conj	**Cloudsleep**. Creates a cloud that puts targets within to sleep.
Evoc	**Area of Night**. Creates an area of seemingly natural darkness.
	Shock Wave. Deals 1d6 points of damage per level of the caster (15d6 max).
Trans	**Curse Contagion**. Curses target with bad luck for 1 round, then moves to a new target.
	Off the Mirror. Creates a duplicate creature on another plane under the control of the caster.
	Night Fighter. All creatures affected gain low light vision, *cat's grace* and *inaudibility*.
	Third Eye. Creates a third eye with special abilities.

6TH-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS

Conj	**Dust Storm**. Creates a dust cloud that prevents sight.
Div	**Probe Thoughts** Read subject's memories, one question/round.
Necro	**Lifesap**. All creatures lose 1 level and the caster gains levels equal to those that were lost.
Trans	**Rise from the Ashes**. Restores an items hit points lost to fire damage.
	World of Deafness. Deafens all but the caster.

7TH-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELL

Trans	**Wave of Destruction**. Items within the area of effect crack and break.

9TH-LEVEL SORCERER, SPELLSINGER AND WIZARD SPELLS

Evoc	**Taatiir's Tearing Talons**. Creates claws under the control of the caster.

SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order.

AMBIDEXTERITY

Transmutation
Level: Sor/Spl/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

One creature gains the benefits of the Ambidexterity feat.

Material Component: A piece of cloth or leather sewn by a creature with the Ambidexterity feat.

A MOMENT AGO

Transmutation [Scalable]
Level: Sor/Spl/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Effect: One spell
Duration: One round
Saving Throw: See text
Spell Resistance: See text

A *moment ago* allows you to duplicate exactly (including rolled damage) the effects of any spell previously cast that is at least one level lower than *a moment ago*. A *moment ago* only works on spells cast the previous round, and only on the most recent spell. All of the spell's choices–such as range, direction and number of targets—are identical. If the spell being copied allowed a saving throw or spell resistance, then those saves or resistance checks are re-rolled.

Material Component: A piece of parchment.

AMNESIA

Transmutation
Level: Cleric 9, Time 9
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

Amnesia causes a creature to lose all of its memories. The creature retains base attacks and saves. He loses all skill ranks (but is still considered trained in Trained Only skills) and feats as well as supernatural and spell-like class abilities. The creature forgets all friends, family members and acquaintances. Wizards and divine spellcasters lose all prepared spells, but do not lose their knowledge of spells (i.e. they can prepare spells after an appropriate period of time and rest). The character does not lose any levels and may begin adding skill points and feats by advancing in level. *Wish* and *miracle* are capable of restoring the creature's memories.

Material Component: 100 XP

ANALYZE PORTAL

Divination
Level: Brd 3, Portal 2, Sor/Spl/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: 60 ft
Area: A quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 1 round/level (D)
Saving Throw: See text
Spell Resistance: No

You can tell if an area contains a magic *portal*. If you study an area for 1 round, you know the sizes and locations of any *portals* in the area. Once you find a *portal*, you can study it. (If you find more than one *portal*, you can only study one at a time.)

Each round you study a *portal*, you can discover one property of the *portal*, in this order: any key or command word needed to activate the *portal*, any special circumstances governing the *portal's* use (such as specific times when the *portal* can be activated), whether the *portal* is a one-way or two-way, any of the usual properties listed in the Building a Portal section starting on page 59 of the *Forgotten Realms* campaign setting, and finally, a glimpse of the area where the *portal* leads. You can look at the area where the *portal* leads for 1 round. *Analyze portal* does not allow other divination spells to extend through the *portal*. For example, you cannot also use *detect magic* or *detect evil* to study the area where the *portal* leads while viewing the area with *Analyze portal*.

For each property, you make a caster level check (1d20 + caster level) against DC 17. If you fail, you can try again the next round. *Analyze portal* has only a limited ability to reveal unusual properties of *portals*, as follows:

Random Portals: The spell reveals only that the *portal* is random, and whether it can be activated now. It does not reveal when the *portal* starts or stops functioning.

Variable Portals: The spell reveals only that the *portal* is variable. If the caster studies the *portal's* destination, the spell reveals only the destination to which the *portal* is currently set.

Creature Only Portals: The spell reveals this property. If the caster studies the *portal's* destination, the spell reveals where the *portal* sends creatures. If it is the type that sends creatures one place and their equipment another place, the spell does not reveal where the equipment goes.

Malfunctioning Portals: The spell reveals only that the *portal* is malfunctioning, not what sort of malfunction the *portal* produces.

Arcane Material Components: A crystal lens and a small mirror.

ANYSPELL

Transmutation
Level: Spell 3
Components: V, S, DF (and possibly M, F and XP)
Casting Time: 15 minutes
Range: Personal
Target: You
Duration: Instantaneous

Anyspell allows you to read and prepare any arcane spell of up to 2nd level. You must have an arcane magical writing (a scroll or spellbook) on hand to cast *anyspell*. During the spell's 15-minute casting time, you can scan the spells available and choose one to read and prepare.

Once you choose and prepare an arcane spell, you retain it in your mind. The prepared spell occupies your 3rd-level domain spell slot. If you read the spell from a spellbook, the book is unharmed, but reading a spell from a scroll erases the spell from the scroll.

When you cast the arcane spell, it works just as though cast by a wizard of your cleric level, except that your Wisdom score sets the save DC (if applicable). You must have a Wisdom score of at least 10 + the arcane spell's level to prepare and cast it. Your holy symbol substitutes for any noncostly material component. If the spell has a material component to which a gold piece is assigned, you must provide it. If the spell has an XP component, you must pay that cost.

APPEAR AS WIZARD

Illusion
Level: Sor/Spl/Wiz 1
Components: S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: One spell cast within 1 minute

Saving Throw: Will negates
Spell Resistance: Yes

This distraction causes a creature to apparently vocalize verbal components, use his hands to create somatic gestures and use material components to cast a spell. The real caster's movements and components are hidden and the next spell he casts apparently comes from the target of *appear as wizard.* Obviously, spells that create certain effects (such as *mirror image*) can give away the ruse, but it is otherwise proof against normal notice (a successful Spellcraft check against DC 20 minus the spell level reveals that the components make no sense).

AREA OF NIGHT

Evocation [Darkness]
Level: Sor/Spl/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This spell causes an object to radiate darkness within a shape (cone, square or sphere) and a radius to be determined by the caster (maximum 10 feet per caster level). Unlike *darkness*, this spell radiates what appears to be natural darkness, meaning that the nearer a person or object gets to the center of the effect, the darker the area appears. Any character or object (including normal lights and light-generating spells of less than 5th level) which crosses the center line will no longer be visible to anyone on the opposite side. To the character who actually crosses the line, the darkness appears to fade as he continues out of the area of effect.

The Appear as Wizard spell makes this archer a target.

ARMOR OF DARKNESS

Abjuration [Darkness]
Level: Darkness 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of flickering shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the subject a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if did not exist and is also afforded darkvision, with a range of 60 feet. Finally, the subject gains a +2 saving throw bonus against any holy, good, or light spells or effects.

Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

ASPECT OF THE DEITY

Transmutation [Good, Evil]
Level: Mysticism 6
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

As *lesser aspect of the deity*, but you take on all the qualities of a celestial or fiendish creature (see the *Monster Manual* for complete details):

- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil).
- You gain the ability to smite evil or good once a day. Add your Charisma bonus to your attack roll and your character level to your damage roll against a foe of that alignment.
- You gain darkvision to a range of 60 ft.
- You gain acid, cold, and electricity resistance 20 (for good clerics) or cold and fire resistance 20 (for evil clerics).
- You gain damage reduction 10/+3. You gain spell resistance 25
- Your creature type does not change. (You do not become an outsider).

Banish Undeath

Necromancy
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Banish undeath temporarily removes the undead trait from a creature. As long as the spell is in effect, the creature is susceptible to spells and effects that undead creatures normally ignore, such as mind-affecting spells and critical hits.

Bear's Heart

Transmutation
Level: Beastmaster 4, Clr 5, Drd/Sha 4
Components: V, S
Casting Time: 1 action
Range: 20 ft.
Target: Living allies within 20 ft.
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, and also +1d4 temporary hit points per caster level. When the spell ends, any remaining temporary hit points from its effect are lost, and each ally takes -1 point of subdual damage per level of the caster.

Beastmask

Illusion (Glamer)
Level: Beastmaster 2, Drd/Sha 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 5 minutes + 1 minute/level
Saving Throw: Will disbelief
Spell Resistance: Yes

This spell disguises the target so that an animal or beast will believe the creature is a natural or dire animal. For example, an individual cloaked by this glamer as a wolf might move through a wolf pack unhindered. You must set the animal form at the time of casting. If the form you choose is more than, one size larger or two sizes smaller than the target's size, the spell fails. Your illusion deceives the senses of animals and beasts: sight, hearing, smell, and touch. The spell does not allow communication with animals or beasts, nor is the subject granted any of the animal form's characteristics.

Blacklight

Evocation [Darkness]
Level: Darkness 3, Sor/Wiz 3
Components: V, S, M
Casting Time: I action
Range: Close (25 ft. + 5 ft./2 levels)
Area: A 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Saving Throw: Will negates or none (object)
Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, bat the effect is stationary unless you cast it cast on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level such as *daylight*. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Material Component: A piece of coal and the dried eyeball of any creature.

Blazing Star

Evocation
Level: Dan 3, Sor/Spl/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: 40-ft. radius sphere
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

A flash of light blinds anybody in the area of effect for 1d4 minutes. Creatures with darkvision or low-light vision are especially susceptible and are blinded for twice the normal duration.

Material Component: A piece of flint.

Blinding Beauty

Evocation
Level: Dan 4, Sor/Spl/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

Blinding beauty gives the affected creature a +6 enhancement bonus to Charisma. All creatures viewing the target must make Will saves or continue to stare as if hypnotized. When the affected character or creature disappears from view, hypnotized subjects must make a Will save or be blinded for 24 hours afterward as their memory of the beautiful creature they witnessed fills their mind's eye.

Material Component: A lock of a dryad's hair.

Bolt of Glory

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature. You must make a successful ranged touch attack to strike your target. A creature struck suffers varying damage, depending on its nature or its home plane of existence and your level:

Creature's Origin/Nature	Max. Damage	Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, Evil outsider, undead creature	1d6/ level	15d6
Positive Energy Plane, good outsider	—	—

The *Bone Rot* spell saves a sorcerer's life.

Bolts of Bedevilment

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + to ft./level)

Effect: Ray

Duration: I round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Bone Rot

Necromancy

Level: Sor/Spl/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to four undead creatures within 20 feet of each other.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Bone rot is a specialized attack that damages corporeal undead by rotting their bodies past the point of usefulness. Undead creatures with a (more or less) intact body suffer 2d6 points of damage. Skeletal undead take 4d6 points of damage.

A normal body affected by *bone rot* cannot be animated.

Material Component: A few drops of warm water.

Brain Spider

Divination [Mind-Affecting]

Level: Clr 8, Mind 7

Components: V, S, M, DF

Casting Time: 1 full round

Range: Long (400 ft. + 40 ft./level)

Targets: Up to eight living creatures within range

Duration: I minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once. Hearing as desired:

- The ceaseless chaos of surface thoughts of images
- Individual trains of thought in whatever order you desire
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level
- A study of the thoughts and memories of one Creature of the group in detail once per round. If you do not perform a detailed study of one creature's mind, you can attempt standard attempt (as a standard action") to implant a suggestion in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the suggestion, using the save DC of the brain spider. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the suggestion.) Success at this saving throw does not negate the other effects of the brain spider for that creature. You can affect all. Intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings you can choose, for instance, "the nearest eight guards who must be in that chamber there." The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or type. It may be dead, but must still have all eight legs.

CHROMATIC CROWN

Abjuration
Level: Dan 3, Sor/Spl/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

Chromatic crown creates a brilliant, ever-changing corona around your head. As long as it is present and visible, it affords some protection against magic. It provides you with spell resistance equal to 10 + your caster level. Once breached, the spell resistance is dispelled.

Material Component: A glass crown.

CHROMATIC ROD

Conjuration (Creation)
Level: Sor/Spl/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One rod
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Chromatic rod provides you with a weapon with which you can attack your enemies. This weapon takes the shape of a club. You make a touch attack against your target. If you hit, the rod releases a brilliant flash, stunning the target for one round unless it makes a Will save (DC 15).

Material Component: A glass rod.

CIRCLE OF DREAD

Enchantment
Level: Cleric 6, Terror 6
Components: V, S, M
Casting Time: 1 action
Effect: 10-ft. radius around you
Duration: 10 minutes/level
Saving Throw: No
Spell Resistance: Yes

Creatures around you feel anxious and jumpy, prone to being startled at the smallest sound or touch. While in the circle's area, they suffer a -6 morale penalty to skill checks and -2 morale penalty to all saving throws. Creatures with 5 or fewer Hit Dice must make a Will save at DC 16 or leave the area.

CLAWS OF DARKNESS

Illusion (Shadow)
Level: Sor/Spl/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes (see text)

You draw material from the Plane of Shadow to cause your hands and forearms to elongate and change shape into featureless claws of inky blackness. Starting on your next action, you may use the claws to make unarmed attacks as if they were natural weapons. (You attack with one claw and can use the other claw for an off-hand attack. If you have multiple attacks you use them normally when attacking with the claws.) Attacks with the claws are melee touch attacks. Each claw deals 1d4 points of cold damage. If you grapple an opponent, you deal claw damage with a successful grapple check, and the grappled target is under the effect of a *slow* spell for as long as you maintain the grapple unless the opponent makes a Fortitude save.

You can extend the claws up to 6 feet, which gives you natural reach of 10 feet, or retract them as a free action.

When the spell is in effect, you may not cast spells with anything other than verbal components, nor may you carry items with your hands. Any magic items worn on your hands are temporarily absorbed and cease functioning while the spell is active.

CLOUDSLEEP

Conjuration (Creation) [Mind-Affecting]
Level: Sor/Spl/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud spreads 30 ft. wide and 20 ft. high
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: Yes

Cloudsleep looks and moves as a *cloudkill* spell, but its fumes put targets to sleep instead of killing them. Creatures of 3 or fewer Hit Dice fall unconscious upon contact with the fumes without a saving throw. Creatures that have from 4 to 6 Hit Dice must make a Fortitude save or fall asleep for 5d6 rounds. Creatures that make their saving throw and all creatures above 6 HD that might be affected are exhausted for as long as they stay in the cloud.

CROWN OF GLORY

Evocation
Level: Glory 8
Components: V, S, M, DF
Casting Time: 1 full round
Range: 120 ft.
Area: 120-ft.-radius emanation, centered on you
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures that behold your terrible perfection and righteousness. You gain a +4 enhancement bonus to your Charisma score for the duration of the spell.

All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to you. Any such creature that wants to take hostile action against you must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action is enthralled for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to you, but are not affected by this spell.

When you speak, all listeners telepathically understand you, even if they do not understand your language. While the spell lasts, you can make up to three suggestions to creatures of less than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a *suggestion* is given are subject to it.

CURSE CONTAGION

Transmutation
Level: Brd 5, Clr 4, Sor/Spl/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Medium
Effect: 20-ft. radius sphere
Duration: 1 minute/level
Saving Throw: No
Spell Resistance: Yes

You bestow a curse that gives a single target in the area of effect a -4 luck penalty to all attacks for one round. After the initial round, *curse contagion* affects a different target of your choice within the original area of effect, changing targets on your initiative each round (choosing a new target is a free action) and continuing to do so for the duration of the spell. If no creatures are in the spell's area of effect on your initiative of any round, the spell ends. If you do not choose a target, the curse randomly selects a new target at the beginning of each round.

CURSE OF LYCANTHROPY

Necromancy
Level: Pestilence 6
Components: V, S, M, DF
Casting Time: 1 action
Range: Touch
Target: Humanoid touched
Duration: Permanent (see text)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You can cause temporary lycanthropy in a humanoid you touch. A humanoid who fails the saving throw contracts lycanthropy, and the condition manifests with the next full moon. Unlike other forms of lycanthropy, the effect of this spell can be broken by *remove curse* or *break enchantment*.

You can induce any type of common lycanthropy (evil clerics frequently experiment with new kinds). As a rule, the lycanthrope's animal form can be any predator between the size of a small dog and a large bear. The source of the material component determines the victim's animal form. (More information on lycanthropes can be found in Appendix 3 of the *Monster Manual*).

Material Component: A pint of animal blood.

DARKBOLT

Evocation [Darkness]
Level: Darkness 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: One ray/2 caster levels (maximum seven)
Duration: Instantaneous (see text)
Saving Throw: Will partial
Spell Resistance: Yes

You unleash beams of darkness from your open palm. You must succeed at a ranged touch attack to strike your target. You can hurl one *darkbolt* for every two caster levels you have (maximum seven bolts). You can hurl all the bolts at once, or you can hurl one bolt per round as a free action, starting on the round when you cast the spell. You do not have to hurl a bolt every round, but if you don't hurl the bolt you were entitled to that round, it is lost. If you hurl all the bolts at once, all your targets must be within 60 feet of each other.

A *darkbolt* deals 2d8 points of damage to a living creature, the creature is dazed for 1 round unless it makes a Will save (a creature struck by multiple bolts during the same round is dazed for maximum of 1 round, no matter how many times it fails its save.). Undead take no damage, but are dazed if they fail their saves.

DAYDREAM

Enchantment (Charm) [Mind-Affecting]
Level: Sor/Spl/Wiz 0, Dan 1
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature
Duration: 1 minute
Saving Throw: Will negates
Spell Resistance: Yes

You cause a creature to become distracted. If it fails a Will saving throw, it suffers a -2 penalty to skill checks. If threatened with immediate danger, the creature recovers immediately.

DETECT LYCANTHROPE

Divination
Level: Clr 3, Moon: Veshemo 3
Components: V, S, DF
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to one round/level
Saving Throw: None
Spell Resistance: No

You determine whether a lycanthrope is within range. On the first round, you determine whether or not there are any lycanthropes. On the second round, you determine the number and direction of each lycanthrope. On the third and subsequent rounds, you determine one lycanthrope's exact type (werewolf, werebear, etc.) each round.

DETERRENCE

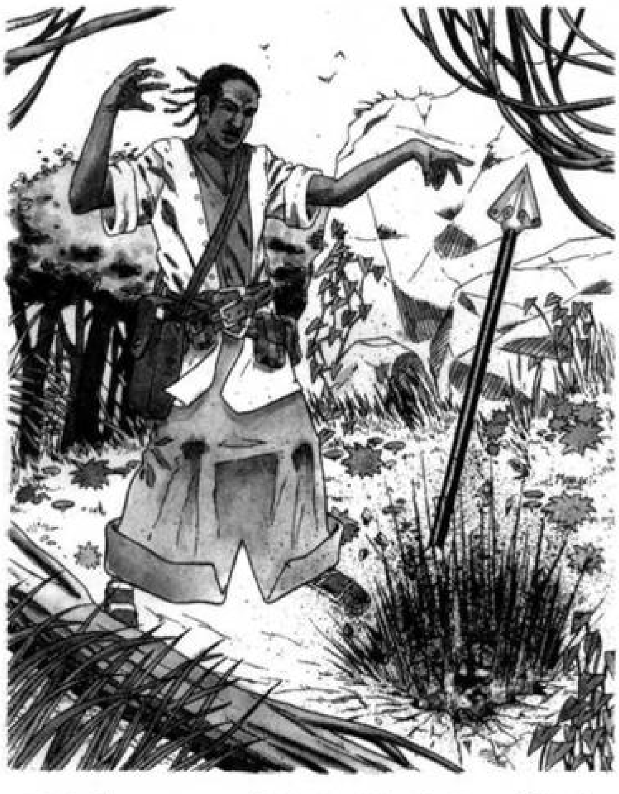
Abjuration
Level: Clr 1, Warding 1
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: No

Deterrence works much like *sanctuary*, but it protects an item from attack instead of the spellcaster. If the item is used to attack a creature, the *deterrence* is broken.

DISINTER

Transmutation
Level: Sor/Spl/Wiz 1, Clr 1, Earth 1
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Disinter automatically brings to the surface any item that you buried, either by physical labor or by spell. If you did not bury the item, but you know its location, the item rises to the surface as long as it is not in the possession or ownership of another creatures. Disinter does not dig up objects buried under stone metal, or other objects that you could not dig through with a shovel (although it will bring an object to the surface if it is underwater).



A Svimohz sorcerer uses disinter to retrieve the Spear of Shauku

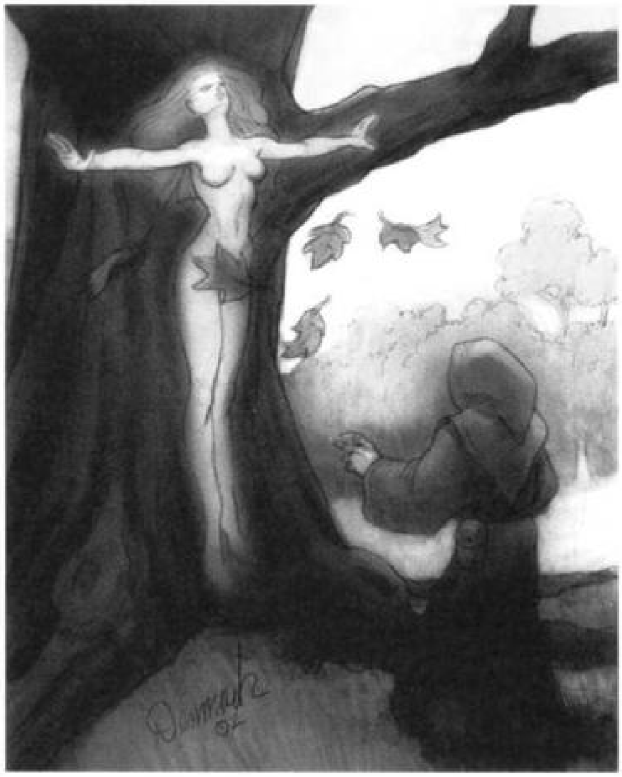
DIVINE STASIS

Transmutation
Level: Clr 9, Drd/Sha 9, Time 9
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes

This spell allows the caster to make a melee touch attack on an object or creature. Success indicates that the subject is placed into a state of suspended animation. Time ceases to flow for the subject and its condition becomes fixed. The subject does not grow older. Its body functions virtually cease and no force or effect can harm it. This state persists until the magic is removed by a successful *dispel magic* spell.

If a living creature or object is to be affected by the spell, it may be no more than 2 size categories larger than the caster. If an inanimate object is to be affected by the spell, its volume may not exceed 10 cubic feet. In either case, the recipient of the spell must have some religious significance to the faith of the caster.

Material Component: A powder composed of diamond, emerald, ruby and sapphire dust with a total value of at least 5,000 gp.



A druid binds a dryad to an oak for its protection.

DORAMA'S BATTLE WARD

Abjuration
Level: Sor/Spl/Wiz 1
Components: V, S
Casting Time: 1 action
Range: 6 ft./level
Targets: All creatures within a 10 ft. by 10 ft. area
Duration: 1 full round
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates an anti-magic aura around combat between two or more opponents. No magic will affect any combatant unless he disengages from the fight for one full round. This includes both spells cast during the melee and magic items employed during the melee. Once the battle is over (or the spell duration expires) the spell ends.

DRAW FORTH THE OAK SPIRIT

Transmutation
Level: Drd/Sha 6
Components: V, S, M, DF
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One oak tree
Duration: Permanent
Saving Throw: None
Spell Resistance: No

While oak trees develop an extension of their spirit that becomes a dryad when they reach sufficient age and fulfil certain conditions, powerful druids are capable of creating them to protect younger or smaller oaks that must be defended.

Draw forth the oak spirit creates such a bond and uses the oak's spirit to create a dryad bound to that tree. The dryad is a normal fey as described in the *Monster Manual* (page 78).

Material Component: 100 XP.

DUSK

Transmutation
Level: Cleric 9, Moon: Veshemo 9
Components: V, S, DF
Casting Time: 1 action
Area: 100-ft. radius around caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

Night seems to fall in an area around the caster. Those inside are affected as if it were night: their vision is limited, they see stars and moon in the sky, etc. The spell affects undead and other creatures as if the night were real.

Besides the visual effects, *dusk* affects creatures within the area as if night had fallen. Living creatures other than the caster (unless nocturnal) are fatigued. The caster, on the other hand, feels invigorated and refreshed, gaining a Dexterity and Constitution bonus of +2.

DUST STORM

Conjuration (Creation)
Level: Sor/Spl/Wiz 6, Drd/Sha 5
Components: V, S, M (DV)
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: Cloud 100 ft. wide and 40 ft. high
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: Yes

Dust storm creates a huge cloud that prevents sight. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

Furthermore, the choking dust affects breathing as does smoke (creatures in the area must succeed at a Fortitude save against DC 15 + 1 per previous check or spend that round choking and coughing). A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.

EAGLE'S SPLENDOR

Transmutation
Level: Brd 2, Dan 2, Sor/Spl/Wiz 2, Trade 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-base skills. Sorcerers and bards who receive *eagle's splendor* do not gain extra spells, but the save DCs for their spells increase.

Material Component: A few feathers or a pinch of dung from an eagle.

ECHO OF THE WHIRLWIND

Transmutation
Level: Cleric 9, Time 8
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: One round/level (D)

Your personal time frame slows relative to those around you. You gain a +5 haste bonus to AC, you may make an attack against each target within reach at your base attack value (as if you had the Whirlwind Attack feat) and you gain a +3 dodge bonus to AC against ranged weapons. You also gain the feat Lightning Reflexes for the duration of the spell. You are immune to the *slow* spell (*slow* does not counter *echo of the whirlwind*), and you gain a +4 bonus to initiative.

ENCHANTMENT DISRUPTION

Abjuration
Level: Sor/Spl/Wiz 1
Components: V, S, F/DF
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 10-ft. radius sphere
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Charged items in the area lose 1d6 charges per caster level (5d6 maximum). Items usable a certain number of times per day items are considered used once per caster level, up to their maximum usage. *Enchantment disruption* does not affect minor or major artifacts.

Focus: A non-magical metal wand.

END

Abjuration [Scalable]
Level: Clr 1, Dan 2, Sor/Spl/Wiz 1
Components: V
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One spell
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

End dispels a spell that you cast of at least one level lower than itself. Spellcasters use it to terminate spells that they cannot otherwise dismiss.

ETHEREAL LOCK

Abjuration
Level: Sor/Spl/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 10-ft. radius sphere
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Ethereal lock prevents any creatures on the Ethereal Plane from shifting to the Prime Material Plane or creatures on the Prime Material Plane from becoming ethereal within its area of effect.

Material Component: An empty bottle.

EXILE

Enchantment (Charm) [Mind-Affecting]
Level: Sor/Spl/Wiz 2, Cleric 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You cause a creature to retreat until it is at least 300 feet from you. The creature does not return for the duration of the spell.

Material Component: A paper fan.

EYES OPEN

Abjuration
Level: Sor/Spl/Wiz 0
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 10 minutes per level
Saving Throw: Will negates (Harmless)
Spell Resistance: Yes

The target gains a +4 resistance bonus to saves against magical or non-magical sleep effects.

FAITH SHIELD

Illusion/Phantasm
Level: Clr 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level or until dispelled
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The recipient of a *faith shield* spell gains a +4 deflection bonus to AC due to a strong feeling of invulnerability, effectively creating an imaginary shield that actually repels blows. However, once the shield bearer takes damage, the shield is dispelled.

FALSE STRIKE

Transmutation
Level: Sor/Spl/Wiz 1
Components: V, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: One round
Saving Throw: Will negates
Spell Resistance: Yes

A target creature gets -20 to its next attack roll. If the target does not attack within the next round, the spell's effect is lost. The penalty affects determination of a critical (if the first roll is within a threat range) as well.

Focus: A thick convex lens.

FANTASTIC MACHINE

Illusion (Shadow)
Level: Craft 6
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: A 10-ft. machine
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

Fantastic machine creates an illusory, many-armed, noisy mechanical construct of impressively massive appearance. You can command the machine to perform any simple, physical task that you can describe in 25 words or less. You can order the machine to perform the same task over and over, but you can't change the task. You must specify the task when you cast the spell. The machine always acts on your turn in the initiative order. (It can act during the turn you cast the spell.)

The machine functions as a Large (tall) animated object (see page 17 of the *Monster Manual*). It trundles over the ground at a speed of 40 feet. It can swim or fly at a speed of 10 feet (clumsy maneuverability). It has 22 hit points, an Armor Class of 14 (-1 size, +5 natural), and a hardness of 10. Its saving throw bonuses are Fortitude +1, Reflex +1, Will -4.

A light-load for the machine is up to 230 pounds, a medium load is 231-460 pounds, and a heavy load is 461-700 pounds. The machine can fly or swim only when lightly loaded.

The machine can lift a weight of up to 1,400 pounds to a height of 15 feet. It can push or drag 3,500 pounds. It can excavate 7,000 pounds of loose rock each minute (which is sufficient to clear a 125-cubic-foot space in 3 rounds). It can excavate sand or loose soil at twice that rate.

The machine has an attack bonus of +5 and can make one slam attack each round that deals 1d8+4 points of damage. It deals triple slam damage (3d8+12) against stone or metal. The machine can hurl. Small rocks (if any are at hand) with an attack bonus of +3. Its range increment is, 150 feet, and it can throw a rock up to 10 range increments. A thrown rock deals 2d6+4 points of damage.

FETCHING CARPET

Transmutation
Level: Sor/Spl/Wiz 4
Components: V, S, F
Casting Time: 1 full round
Range: The carpet travels up to 5 miles each way
Effect: One carpet up to 4 ft. wide by 6 ft. long
Duration: Up to one hour/level
Saving Throw: None
Spell Resistance: No

This spell enchants a normal carpet to travel to a creature known to the caster and wait for that creature to step upon it. The carpet leaves the caster at 180 feet per round, in the straightest line possible toward the creature described. When it arrives, it hovers within 10 feet of the creature for up to the spell's duration. If the creature steps on the carpet, the carpet whisks it away to the spellcaster, again by the most direct route. The carpet carries a maximum of 5 pounds on the trip to the creature (to allow for scrolls, signet rings, or other identifying marks and badges) and up to 100 pounds per caster level on the return trip.

Focus: An exotic carpet worth 200 gp.

FLASH OF LIGHTNING

Evocation
Level: Cleric 1, Storm 1
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: 10-ft. radius sphere
Duration: 1 round/level
Save: Will negates
Spell Resistance: Yes

The brilliant flash this spell creates blinds everyone within it for 1 round/caster level.

Material Component: Two pieces of flint.

FORBID

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Clr 1, Law 1

Forbid is similar to *command*, except that the target creature is prohibited from undertaking a certain type of action (such as "attack" or "run" for one round instead of compelled to take a specific action.

FORCE SPHERE

Evocation
Level: Sor/Spl/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level (D)

Many spellcasters consider *force sphere* an impractical but impressive spell. It creates a light outward force that radiates from the caster's body. First, it presses against loose objects under 10 pounds, moving them outward. Unlocked doors open, objects are pushed away and people are jostled aside in a crowd. Secondly, the spell's effect provides a +2 deflection bonus to AC.

Material Component: Two matching lodestones.

FREEZE

Transmutation
Level: Cleric 8, Cold 7
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature or object up to two sizes larger than the caster
Duration: One hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell freezes a target that fails his save. The target is frozen solid but thaws at the spell's expiration or dispelling. If the target fails a second saving throw at the spell's expiration, it takes 5d8 points of damage from the painful process.

GATEWAY TO IMMORTALITY (A.K.A. CLUO'S CLOSET)

Transmutation
Level: Sor/Spl/Wiz 4
Components: V, M
Casting Time: 2 rounds
Range: 60 yards
Area: 4 ft. by 4 ft. by 8 ft. cube
Duration: Permanent
Saving Throw: None
Spell Resistance: No

Cluo's Closet creates a small extradimensional area some four feet on a side and eight feet high (a bar and several hangers can be included in the spell's area of effect if the caster so wishes). Once the spell is initially cast, the "closet" comes into being and can be called forth by casting the spell again at the same place (or within the range of the spell) where it was initially cast. Casting the spell elsewhere simply creates another small, empty closet.

The closet looks to be a simple arch with a few feet of space behind it. So long as the caster concentrates on keeping the door open, it continues to exist. As soon as the caster ceases his concentration, the archway vanishes. Anything placed within the closet ceases to age once the small space vanishes into the Ethereal Plane—time actually stopping inside the closet. This makes it an excellent place to store any perishables or prisoners.

Material Component: When creating the initial closet, the caster needs 1,000 gp worth of ruby dust. Once the closet is created, merely speaking the spell causes it to reappear.

Gembomb

Conjuration (Creation) [Force]
Level: Trade 2
Components: V, S, M
Casting Time: 1 action/bomb
Range: Touch
Targets: Up to 5 touched gems worth at least 1 gp each
Duration: 10 minutes/level or until used
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

Gembomb converts up to five gems into bombs you (and only you) can lob at enemies. You must hold the gems in your hand when casting the spell. Together, the bombs are capable of dealing 1d8 points of force damage per two caster levels (maximum of 5d8), divided up among the gems as you wish. A 10th-level cleric could create one 5d8 bomb, a 3d8 and 2d8 bomb, five 1d8 bombs, or any combination of five dice of damage and up to five gems.

You can toss the bombs up to 100 feet with a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target.

A *gembomb* blasts its target with a rainbow-colored shower of magical force. A creature struck by a *gembomb* can attempt a Reflex save for half damage.

Tossing a single *gembomb* counts as an attack for you, so you usually cannot toss a bomb during the turn that you cast the spell. You can only toss one *gembomb* at a time, but you can toss more than one each round if you have multiple attacks.

Material Components: Up to five gems worth at least 1 gp each.

Genesis

Conjuration (Creation)
Level: Creation 9
Components: V, S, M, XP
Casting Time: 1 week (8 hours/day)
Range: 180 ft.
Effect: A demi-plane in the Ethereal Plane centered on your location
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create an immobile, finite plane with limited access - a demi-plane. Demi-planes created by this power are very small, very minor planes. You can cast this spell only on the Ethereal Plane. When you cast it, a local density fluctuation precipitates the creation of a demi-planes At first, the demi-plane grows at a rate of a 1-foot-radius per day to the initial maximum radius of 180 feet as the fledgling plane rapidly draws substance from surrounding ethereal vapors and protomatter.

You determine the environment in the demiplane when you first cast *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere water, temperature, and the shape of the general terrain. However, the spell does not create life (such as vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). If you want these benefits, you must add them in some other fashion. Once the basic demiplane reaches its maximum size, you can continue to cast this spell to enlarge your demiplane adding another 360-foot-diameter bubble to it each time.

XP Cost: 5,000 XP.

Glimpse of the Future

Divination
Level: Cleric 5, Time 5
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: Up to 24 hours

You experience a fragmented and brief vision of an event due to happen to you soon. At any time during the next 24 hours, you can choose to add a +20 insight bonus to an attack roll, save or check you make (you must announce your intention before the die roll).

Gold Lust

Enchantment (Charm) [Mind-Affecting]
Level: Sor/Spl/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One person
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

This charm incites greed in a humanoid of Medium-size or smaller. For the duration of the spell, the creature accepts bribes, sells equipment, provides services, or does whatever he can for money. The creature does not forget the value of the items or services she sells, nor does her alignment change. Self-preservation instincts remain unaffected, too. *Gold lust* cannot cause a person to sell or give a weapon to anyone who has harmed him within the last hour.

Material Component: A gold coin.

Graced By Saints

Evocation
Level: Cleric 1, Paladin 1 [Scalable]
Components: V, S, DF

Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 minute
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

You allow a creature to recover from wounds with supernatural speed. The affected creature heals very quickly. Each round he recovers a number of hit points equal to the spell level at which the caster uses *graced by saints*. The spell lasts for a number of rounds equal to the cleric's caster level.

Thus, an 8th level caster who uses *graced by saints* as a 4th level spell causes the target to heal 4 hit points per round for 8 rounds, for a total of 32 hit points. A 20th level cleric casting it as a 1st level spell causes the target to heal 1 hit point per round for twenty rounds.

GREATER ANYSPELL

Transmutation
Level: Spell 6
Components: V, S, DF (and possibly M, F, and XP)
Casting Time: 15 minutes
Range: Personal
Target: You
Duration: Instantaneous

As *anyspell*, except you can read and prepare any arcane spell of up to 5th level, and the prepared spell occupies your 6th-level domain spell slot.

Gold lust gets the better of this dwarven fighter.

GREATER ASPECT OF THE DEITY

Transmutation [Good, Evil]
Level: Mysticism 9
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

As *lesser aspect of the deity* except that you take on the qualities of a half-celestial or half-fiend (see Appendix 3 of the *Monster Manual* for complete details). You do not gain the spell-like abilities of these creatures.

Your creature type changes to outsider for the duration of the spell. Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

Good clerics undergo the following transformations:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
- You gain +1 natural armor.
- You gain low-light vision.
- You gain immunity to acid, cold, disease, and electricity.
- You gain +4 racial bonus on saving throws against poison.
- You gain the following bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha.

Evil clerics undergo the following transformations:

- You grow bat-like wings that allow you to fly at your normal speed (average maneuverability).
- You gain +1 natural armor.
- You gain bite and claw attacks. If you are medium size or larger, your bite deals 1d6 points of damage and each claw attack deals 1d4 points of damage. If you are small, your bite deals 1d3 points of damage and each claw attack deals 1d3 points of damage.
- You gain darkvision with a range of 60 feet.
- You gain immunity to poison.
- You gain acid, cold, electricity, and fire resistance 20. You gain the following bonuses to your ability scores: +4 Str, +4 Dex, +2 Con, +4 Int, +4 Wis, +2 Cha.

GREATER FANTASTIC MACHINE

Illusion (Shadow)
Level: Craft 9
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: A 10-ft. machine
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

Greater fantastic machine creates an illusory, many-armed, noisy mechanical construct of impressively massive appearance.

You can concentrate on controlling the machine's every action or specify a simple program, such as collect all the logs in an area and stack them in a neat pile, plow a field, drive piles, or the like. The machine can perform only fairly simple physical tasks. Directing the machine's actions or changing its programmed movement is a standard action for you. The machine always acts on your turn in, the initiative order. (It can act during the turn you cast the spell.)

Except where noted below, the machine functions as a Large (tall) animated object (see the *Monster Manual*) constructed from adamantine. It trundles over the ground at a speed of 60 feet. It can swim or fly at a speed of 20 feet (Poor maneuverability It has 16 HD, 88 hit points, an Armor Class of 20 (-1 size, +11 natural), and a hardness of 20. Its saving throw bonuses are Fortitude +5, Reflex +5, and Will +0.

The machine has a Strength score of 22. A medium load for the machine is up to 520 pounds, a medium load is 521 to 1,040 pounds., and a heavy load is 1,041 to 1,560 pounds. The machine can fly or swim only when lightly loaded.

The machine can lift a weight of up to 3,120 pounds to a height of 15 feet. It can push or drag 7,800 pounds. It can excavate 20,000 pounds of loose rock each minute (which is sufficient to clear a 5-by-5-by-5-foot space in 1 round). It can excavate sand or loose soil at twice that rate.

The machine makes slam attacks with an attack bonus of +17/+12 for 1d8+9 points of damage, It deals triple slam damage (3d8+27) against stone or metal. The machine can hurl Small rocks (if any are at hand) with an attack bonus of +12/+7. Its range increment is 150 feet, and it can throw a rock up to 10 range increments. A thrown rock deals 2d6+9 points of damage.

GROUNDING

Abjuration
Level: Sor/Spl/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: 0 ft.
Effect: 50-ft. radius
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This enchantment brings into existence a magical grounding point to which any electricity (e.g. lightning bolts, spark showers) is preferentially drawn. While active, any electrical spells passing through or originating within a 50-foot radius of the epicenter is harmlessly discharged to the ground.

Material Component: A rod or staff constructed of pure copper, which is driven into the ground during execution of the spell.

HAMMERFIST

Transmutation
Level: Sor/Spl/Wiz 2, Cleric 2, Earth 2
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)

Both of your hands turn into warhammers. You may use them to attack with no two-weapon fighting penalties (see page 124 of the *Player's Handbook*) for the duration of the spell. If your character has feats that enhance his skill at using warhammers, he gains those bonuses or abilities while this spell is in effect.

Focus: A steel warhammer.

ICY HANDS

Transmutation [Cold]
Level: Sor/Spl/Wiz 2, Cleric 2, Cold 2
Components: V, S
Casting Time: 1 action
Range: 10 ft
Area: Semicircular blast of ice 10 ft. long, centered on your hands.
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

Icy hands coats your hands in a glistening sheen of frost and then expels a fan-shaped blast toward your enemies. You must

A spellsinger uses *hammerfist* against a gnoll.

hold your hands with your fingers spread and your thumbs touching. The fan of ice is as thick as your thumbs. Any creature in the area of the blast takes 1d4 points of damage per your caster level (maximum 5d4). Any liquids such as wine, ale, or water struck by the blast will be frozen solid.

Imaginary Chains

Enchantment (Charm) [Mind-Affecting]
Level: Sor/Spl/Wiz 2
Components: V
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Effect: 20-ft. radius sphere
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Creatures in the area of effect feel that all of their carried items weigh twice as much as normal. Thus, they might reduce their movement, discard items or take other actions to remove some of the extra weight.

Inaudibility

Illusion (Glamer)
Level: Sor/Spl/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lbs./level
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Inaudibility works like *invisibility*, but it affects sound, not light. The creature affected by the spell emits no sound from movement or bumping up against objects. She can still speak if she chooses.

Material Component: A piece of cloth.

Infernal Wind

Evocation [Cold]
Level: Cleric 9, Cold 9
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cone
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes

A blast of wind inflicts 20d6 points of agonizing cold damage. Any creature brought to dying or dead by the infernal wind freezes and shatters into tiny fragments. Creatures not killed outright by the cold damage are numbed, suffering a -4 penalty to Dexterity for 1 minute per caster level. A successful save negates the numbness and Dexterity loss, but does NOT halve any damage.

Material Component: A piece of ice.

Inspiration

Evocation
Level: Sor/Spl/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject becomes more intelligent. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to skill rolls and other uses of the Intelligence modifier. High Intelligence does not affect spell memorization unless the spellcaster has the increased Intelligence for at least 8 hours prior to preparing spells and the time necessary to prepare spells. When Inspiration expires, excess spells are lost at random.

Material Component: A few hairs from a monkey.

Jolt

Evocation
Level: Sor/Spl/Wiz 0
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Jolt creates a brief but painful electrical charge. A creature struck by the charge takes no damage but must make a Fortitude save or drop any items held (including weapons, ladder rungs, ropes, etc.).

Material Component: A piece of cotton.

Know True Name

Enchantment [Mind-Affecting, Compulsion]
Level: Cleric 8, Sentinel 7
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One fiend
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You force a fiend to tell you its true name. Once you know a fiend's true name, all spells that you cast at that creature have their save DCs increased by +4. You also gain a +4 on all checks to penetrate that creature's spell resistance.

Lesser Aspect of the Deity

Transmutation [Good, Evil]
Level: Mysticism 3, Pal 4
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain an enhancement bonus (1d4+1 points) to your Charisma score. You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good, cold and fire if you are evil.

Lesser Telepathic Bond

Divination [Mind-Affecting]
Level: Clr 3, Mind 3
Components: V, S
Casting Time: 1 action
Range: 30 ft.
Targets: You and one willing creature within 30 ft.
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

z. cleveland '02

A *Jolt* spell delivers shocking consequences.

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Liana

Transmutation
Level: Drd/Sha 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One rope up to 25 feet long
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

You cause a length of vine to grow in the natural vegetation. You can cut a length of vine up to 25 feet long to use as a rope. After one hour, the vine becomes brittle and useless. Until then, it functions as a normal length of hemp rope.

Lifesap

Necromancy
Level: Sor/Spl/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: 0
Effect: 10-ft. radius
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

All creatures within 10 feet of you must make a Fortitude save or gain one temporary negative level. For each level lost this way, you gain one temporary level. You lose these temporary levels at the end of the spell.

Maddening Scream

Enchantment (compulsion) [Mind-Affecting]
Level: Madness 8
Components: V
Casting Time: One action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes

The subject cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling, worsens the Armor Class of the subject by -4, makes Reflex saving throws impossible except on a roll of 20 and makes it impossible to use a shield.

MAELSTROM

Conjuration (Creation)
Level: Ocean 8
Components: V, S, DF
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: A whirlpool 120 ft. wide and 60 ft. deep
Duration: 1 round/level
Saving Throw: Reflex negates (and see text)
Spell Resistance: No

Maelstrom causes a deadly vortex to form in water. A body of water at least 120 feet wide and 60 feet deep must be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex (below and on all sides) must make successful Reflex saves or be sucked in. Trained swimmers can attempt Swim checks instead if their skill modifier is higher than their Reflex save bonus. Waterborne vessels avoid being sucked in if their operators make Profession (sailor) checks against the same DC as the spell's saving throw.

These creatures take 3d8 points of damage upon being sucked in.

Once inside, creatures and objects take 3d8 points of battering damage each round. They remain trapped for 2d4 rounds. Subjects of Large or smaller size are ejected from the bottom of the vortex. Larger subjects are ejected from the top.

MAW OF STONE

Transmutation
Level: Cavern 7
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One cave mouth or natural chamber up to 15 ft. high and wide
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

You cause a single natural opening or natural chamber to become animated. The opening or chamber cannot move, but it can attack. You can order it to attack any creature, or a specific type of creature. You also can order it to attack under a specific circumstance, such as when creatures try to leave or when they touch something.

An animated opening can only attack creatures that try to move through it. An animated chamber can attack every creature inside. Only one *maw of stone* can be in effect on a particular opening or chamber at a time.

The animated opening or chamber has a Strength score of 30. Its attack bonus is equal to your level + your Wisdom modifier +7 for its Strength. If it has any single dimension (height, length, or width) of 8 feet or more, it has a -1 size penalty on attack rolls for being Large.

An animated opening can make one grapple attack each round against a creature passing through. If it succeeds with its grab attempt, it makes a grapple check and deals 2d6+10 points of normal damage with a successful hold. A Large opening gains a +4 special size modifier and deals 2d8+10 points of damage.

An animated chamber works the same way, except that it can make a separate attack against every creature inside. The animated stone has an Armor Class of 15, or 14 if Large (-1 size), and a hardness of 8. An opening has 40 hit points (60 if Large). A chamber has 60 hit points (90 if Large).

MONSTROUS THRALL

Enchantment (Compulsion) [Mind-Affecting]
Level: Domination 9
Components: V, S, XP
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

As true domination, except the subject can be any creature and is permanently dominated if it fails its initial Will saving throw A subject ordered to take an action against its nature receives a saving throw with a -4 penalty to resist taking that particular action. If the save succeeds, the subject still remains your thrall despite its minor mutiny. Once a subject of thrall makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

XP Cost: 500 XP per Hit Die or level of the subject.

MOON BLADE

Evocation
Level: Dan 4, Moon: Pelselond 3
Components: V, S, M/DF
Casting Time: 1 action
Range: 0 ft.
Effect: A sword-like beam of moonlight
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

A 3-foot-long, blazing beam of moonlight springs forth from your hand. Anyone who can cast *moon blade* can wield the beam with proficiency. However, if you are proficient with any type of sword, you can wield the beam as if it were any type of sword and thus gain the benefits of any special sword skill you might have, such as Weapon Focus.

Attacks with the *moon blade* are melee touch attacks. Its strike saps vitality or life force, causing no visible wounds but dealing 1d8 points of damage plus 1 point per two caster levels (to a maximum of +15) to any type of creature except undead. Undead are visibly wounded by the *moon blade*. Their substance boils away from its touch, and they take 2d8 points of damage plus 1 point per caster level (to a maximum of +30) per blow. The blade is Immaterial, and your Strength modifier does not apply to the damage.

A successful *moon blade* strike temporarily scrambles magic. On the target's next turn after a hit from a *moon blade*, the creature must make a Concentration check to use any spell or spell-like ability. The DC is 10 + points of damage dealt + spell level. (An opponent hit by a *moon blade* while casting a spell must make the usual Concentration check to avoid ruining the spell in addition to the check on its next turn.)

The *moon blade* spell has no connection with the magic items known as moonblades borne and made by some elves.

Arcane Material Component: A small candy made with wintergreen oil.

MOONBEAM

Evocation [Light]
Level: Moon: Pelselond 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: 1 minute/level (D)
Saving Throw: None or Will negates (see text)
Spell Resistance: No

A cone of pale moonlight springs from your hand. On your turn each round, you can change the direction the cone points.

Light from a *moonbeam* does not adversely affect creatures that are sensitive to light, but lycanthropes in humanoid form caught in the cone must make Will saves to avoid involuntarily assuming their animal forms. Lycanthropes in animal form can change out of it on their next turn (spending a round in animal form). However, if they are still in the area of the spell, they must succeed at a Will save to do so. Once a lycanthrope successfully saves against *moonbeam*, it is not affected by any more of your *moonbeam* spells for 24 hours.

Moonbeam penetrates any darkness spell of equal or lower level, but does not counter or dispel it. Darkness spells of higher level block a *moonbeam*.

Arcane Material Component: A pinch of white powder.

MOONFIRE

Evocation [Light]
Level: Moon: Pelselond 9
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft+5 ft./2 levels)
Area: Cone
Duration: Instantaneous (see text)
Saving Throw: (see text)
Spell Resistance: Yes

A cone of fiery, white moonlight springs from your hand. Living creatures in the area feel an unnatural chill and take 1d8 points of damage per two caster levels, to a maximum of 10d8. Undead and shapechangers take double damage. This application of the spell allows a Reflex save for half damage.

All magical auras within the cone glow with a faint blue light for 1 round per caster level. Disguised, shapechanged, or polymorphed creatures and objects in the spell's area at the time the spell is cast must make Will saves or immediately return to their normal forms. Even if the save succeeds, they remain covered in ghostly white outlines that show their true forms for 1 round per caster level.

The entire area covered by the cone glows silver white for 1 round per caster level. This radiance is as bright as the light of a full moon and negates electricity for 1 round per caster level unless the creature generating it makes a caster level check against a DC equal to the caster's level. If an electricity effect is generated by outside the glowing cone, the cone blocks the electricity effect if the caster level check fails. If an electricity effect is generated inside the glowing cone, the cone completely negates the electricity effect if the caster level check fails.

MOONTHRUST

Evocation
Level: Cleric 8, Moon: Veshemo 8
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One undead creature
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

Moonthrust creates a thin ray of white-blue light that strikes an undead creature (the caster must make a ranged touch attack). The undead must make a Will save or be destroyed (reduced to 0 hit points). Even if it makes the save, it is rendered immobile and helpless for one round.

NATURAL DEATH

Necromancy
Level: Cleric 9, Time 9
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: Instantaneous

Saving Throw: Fortitude negates
Spell Resistance: Yes

Natural death causes the target to age rapidly, experiencing a *natural death* from which it cannot be resurrected. The spell has no effect on undead, constructs or outsiders.

Material Component: The remains of any object over 200 years old.

NIGHT FIGHTER

Transmutation
Level: Sor/Spl/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to one creature/level
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes

All creatures affected become excellent fighters for secret missions in the dark. They gain low light vision and the effects of the spells *cat's grace* and *inaudibility*.

Material Component: A cat's whisker.

NUMBING CLOUD

Evocation (Cold)
Level: Cleric 8, Cold 8
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft. radius sphere
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Numbing cloud creates a pale white mist that saps the heat out of all creatures and objects inside it. A living creatures that fails its saving throw suffers a -6 Dexterity penalty due to numbness and also suffers 1d4 points of cold damage per caster level (to a maximum of 20d4). The numbness lasts for one hour. Visibility within the cloud is limited to half the normal distance. You may concentrate to move the cloud up to 30-ft. per round. If you do not concentrate, the cloud stays where it is.

OBSCURITY

Transmutation
Level: Cleric 8, Oblivion 8
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Effect: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

The subject becomes completely forgettable, the perfect spy. The character is initially unnoticeable. Any character who might see the subject must make a Will save (DC 10 + *obscurity's* spell level + the caster's ability score modifier) to even notice him. The subject is automatically noticed by a creature that he addresses. Characters who do see or even speak with the character remember nothing about him once he is out of sight.

If the subject attacks anyone, the creature struck (or enspelled) immediately notices the subject but must make a Will save after the attack to remember where it came from. Visual or other clues might point to the character from whom the attack originated.

OCHRE CLOUD

Conjuration (Creation)
Level: Sor/Spl/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud that spreads 60-ft. radius, 40 ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Living creatures caught within the debilitating *ochre cloud* suffer a -2d6 enhancement penalty to Strength, to a minimum of 1. The penalty lasts for as long as the creature remains in the cloud and 1d6 rounds after leaving the cloud.

The *natural death* spell saves an elf from a nasty fate.

OFF THE MIRROR

Transmutation
Level: Sor/Spl/Wiz 5
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Off the mirror creates a duplicate of a creature and places the target creature in another plane. This other plane overlaps the creature's place on this plane and is large enough to hold the creature. Creatures familiar with the original might recognize the duplicate with a successful Spot check opposed by your caster level check +10. (The DM may adjust this bonus for creatures very familiar with the original.) While the duplicate has all of the original's knowledge and abilities, the duplicate is opposite-handed from the original and scars and other identifying features are on the wrong side. The duplicate is under your complete control.

Focus: Silver mirror worth 1,000 gp.

ONE HEART

Evocation
Level: Cleric 3
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Up to one character/level in a 20-ft. radius
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

One heart targets two or more characters in the stated area. Each character gains a resistance bonus to saving throws, enough to give them all saves equal to the highest base saves among the group. Thus, if a fighter's base saves are Fortitude +5, Reflex +2, Will +2 and a wizard has Fortitude +2, Reflex +2, Will +6, then the fighter gains no bonus to Fortitude or Reflex saves and a +4 bonus to Will. The wizard gains a +3 resistance bonus to his Fortitude saves.

OTYUGH SWARM

Conjuration (Creation)
Level: Pestilence 9
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three or more otyughs, no two of which are more than 30 ft. apart
Duration: Seven days or seven months (D) (see text)
Saving Throw: None
Spell Resistance: No

Otyugh swarm creates otyughs from a large collection of refuse and filth, such as a sewer or cesspool. You can choose to create 3d4 ordinary otyughs or 1d3+1 Huge otyughs with 15 HD (see page 14 of the *Monster Manual*). The otyughs willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. They remain with you for seven days unless you dismiss them. If the otyughs are created only for guard duty, the duration of the spell is seven months. In this case, the otyughs can only be ordered to guard a specific site or location. Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal. After you cast the spell, otyughs not summoned for guard duty may leave the area of effect at your command.

PIERCING THE FIEND'S VEIL

Divination
Level: Cleric 3, Sentinel 2
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One fiend
Duration: 1 day per level
Saving Throw: No
Spell Resistance: Yes

You must succeed in a ranged touch attack to identify a suspected fiend. If you do, you know the identity of a fiend or half-fiend. For the duration of the spell, you automatically recognize the fiend even when shapechanged or disguised.

PLAGUE OF RATS

Conjuration(Summoning)
Level: Pestilence 5
Components: V, S, DF
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: Swarm of dire rats in a 20-ft. spread
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (see text)

A swarm of dire rats viciously attacks all other creatures within a 20-foot spread, inflicting damage and spreading filth fever (see page 74 of the *Dungeon Master's Guide*).

A creature in the swarm that takes no action other than fighting off the rats takes 1d4 points of damage on its turn and makes a Fortitude saving throw against DC 15 minus your intelligence bonus to avoid contracting filth fever. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage per caster level, and must save at a -4 penalty to avoid contracting the disease. Spellcasting or concentrating on spells within the swarm is impossible.

The rats' attacks are non-magical, so being incorporeal, damage reduction, and other defenses can protect a creature from damage. The disease effect is magical, and spread by touch. Any corporeal creature in the swarm that is subject to disease may contract it.

The swarm cannot be fought effectively with weapons, but fire and damaging area effects can force it to disperse. The swarm disperses when it has taken a total of 8 points of damage per caster level from these attacks. A *stinking cloud* spell and similar area or effect spells disperse a swarm immediately.

As a move-equivalent action, you can direct the swarm to move up to 40 feet per round.

POUNDING STONES

Transmutation [Earth]
Level: Sor/Spl/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Pounding stones causes loose rocks in the area to fly at the target, inflicting 1d4 points of damage per caster level (maximum 5d4).

Material Component: A handful of gravel or sand.

PROBE THOUGHTS

Divination [Mind-Affecting]
Level: Mind 6, Wiz/Sor 6
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Concentration
Saving Throw: Fortitude negates (and see text)
Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

PROTECTED PORTAL

Transmutation
Level: Cleric 7, Warding 7
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One portal less than 10 ft. by 10 ft.
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

People who walk through the door without the caster's permission are instead *teleported* to another plane, where they find a small room similar to *Dorama's magnificent mansion.* The caster names acceptable people when he casts the spell; all others find the false room.

Material Component: A gold key.

RAGE

Enchantment (Compulsion) [Mind-affecting]
Level: Madness 3
Components: V, S
Casting Time: One action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You can put a creature into a screaming blood frenzy. In this rage, the creature gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period comes after the rage is over.

RANGED BLINDSIGHT

Transmutation
Level: Sor/Spl/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

One creature gains the blindsight ability to a range of 30 feet. The caster must make a ranged touch attack if he cannot touch the recipient directly.

Material Component: An eye from a creature with the blindsight ability.

RISE FROM THE ASHES

Transmutation
Level: Sor/Spl/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Rise from the ashes restores up to 100 hit points of damage inflicted by fire upon an item. It can even restore items that are completely destroyed if they were damaged by the fire within an hour of the spell's casting.

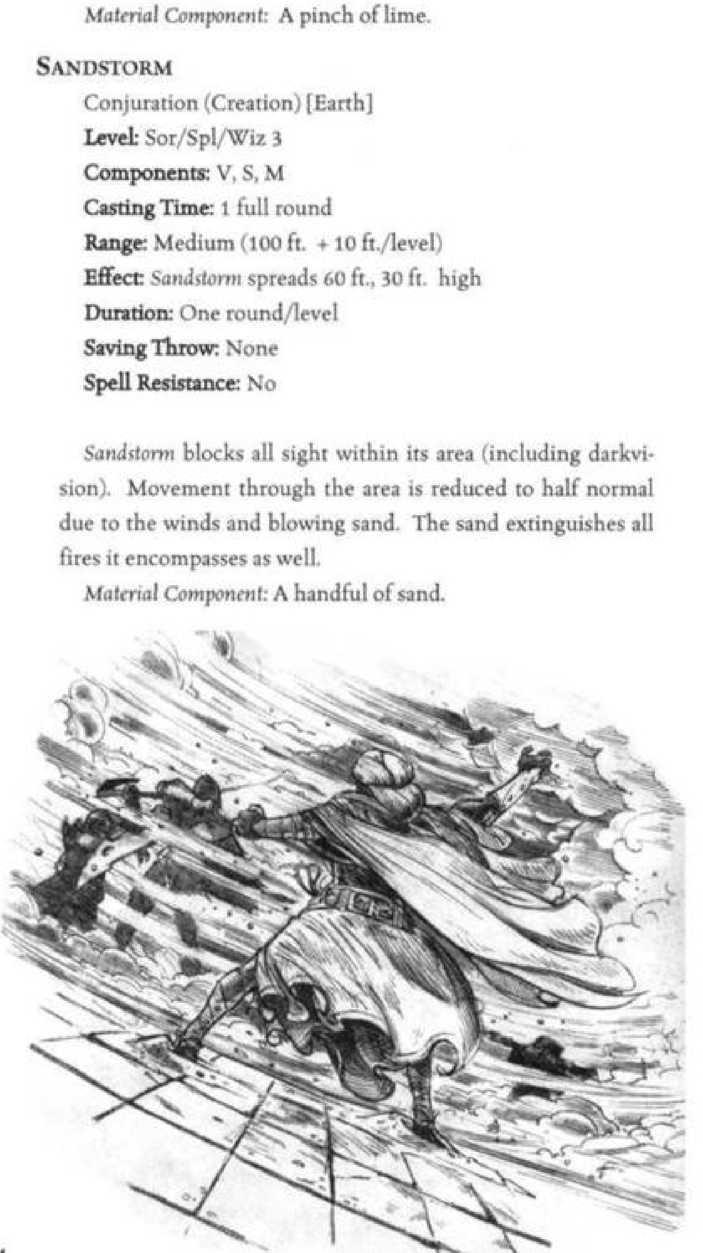
Material Component: A pinch of lime.

SANDSTORM

Conjuration (Creation) [Earth]
Level: Sor/Spl/Wiz 3
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: *Sandstorm* spreads 60 ft., 30 ft. high
Duration: One round/level
Saving Throw: None
Spell Resistance: No

Sandstorm blocks all sight within its area (including darkvision). Movement through the area is reduced to half normal due to the winds and blowing sand. The sand extinguishes all fires it encompasses as well.

Material Component: A handful of sand.



A *sandstorm* spell halts an adventuring party.

SARMAR'S COIN BEACON

Divination
Level: Brd 4, Clr 4, Sor/Spl/Wiz 4
Components: V, S, M/DF
Casting Time: 1 full round
Range: Touch
Target: One metal object
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No

This rare spell allows the caster to magically 'mark' a specific metal item. He must touch the item during spellcasting.

One usually casts *Sarmar's coin beacon* on coins, but it also functions on the blade of a sword or any other item composed mostly of metal. The target of the spell must be a single, specific item.

The marking is invisible to all except the caster, any other creatures who directly touch the caster during casting, and beings employing *detect magic* or a similar spell.

To affected persons, the marked object appears to 'glow.' This is a mental effect, unimpaired by intervening objects, darkness or the covering or containment of the item, but extends only as far as normal vision would.

For the duration of the spell, you and other affected beings can trace the movements of the marked item, as long as it remains on the same plane as the caster. Even if the item is far beyond normal visual range (so that it does not seem to glow), those attuned to it can 'feel' the precise direction of the item from their present location (though no hint of its distance is given).

The tracing effect can be ended by *dispel magic*, the destruction of the item's original state (the melting of a coin, for instance), or the placing of any (other) lasting enchantment on the marked object. This latter property of the spell prevents the marked object from being used as a 'trap from afar,' but also prevents beings with powerful magic from tracing an active beacon dweomer back to the caster.

Material Components: A length of spiderweb and an eyelash from the caster.

SCORN

Illusion (Glamer)
Level: Sor/Spl/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

You cause a creature to appear deserving of scorn and derision. The target loses 1d4+1 points of Charisma if it fails a save.

Material Component: Hair from a jackal or skunk.

SCOURGE

Necromancy
Level: Pestilence 7
Components: V, S, F, DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One living creature/level, no two of which can be more than 50 ft. apart.
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This nasty spell causes a major disease and weakness in those who fail their saving throws. Afflicted creatures are immediately stricken with a sickening scourge that quickly spreads to cover their whole bodies. The blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts are excruciatingly painful and highly debilitating.

The disease deals 1d3 points of temporary Strength and Dexterity damage per day, unless the creature makes a successful Fortitude save on a particular day. As with mummy rot, successful saves do not allow the creature to recover. The symptoms persist until the creature finds some magical means to cure the disease (such as *remove disease*, *heal*, or *restoration*).

Focus: A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

SHADOW PLATE

Illusion (Shadow)
Level: Sor/Spl/Wiz 4
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Human, demihuman or humanoid touched
Duration: See text
Saving Throw: Will negates (harmless), Will disbelieves
Spell Resistance: Yes (harmless)

This ancient spell allows the spell caster to conjure up a virtual suit of armor to protect the object of the enchantment. The subject seemingly acquires a full suit of ornate half-plate that, unless actively disbelieved by an opponent, provides a real measure of defense. Until dispelled, the subject is treated as if she were actually clad in half-plate armor (+7 armor bonus). In addition, the enchantment absorbs 1 point of damage per level of the caster. When it has sustained damage beyond its capacity, the enchantment is broken.

Focus: A small piece of tempered bronze.

SHATHY'S PESTILENCE

Necromancy
Level: Sor/Spl/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Gust of wind 10 ft. wide, 10 ft. high, emanating out from you to the extreme of the range
Duration: 1 round
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell creates a breeze identical in area to a *gust of wind* spell, although the breeze from the pestilence is weak and does not extinguish fires. Anyone in the area must make a Fortitude save or become numb (-2 to all attacks and Dexterity based skill checks). Numbed creatures must make a second Fortitude save or begin to decay. Decaying creatures lose 1d4 hit points per day and do not heal wounds normally. Those afflicted may attempt another saving throw every day to avoid suffering the effects for that day, but the decay may continue on subsequent days. The pestilence can be removed by *remove disease*, *dispel magic* or healed using the normal methods for healing disease.

Paladins, undead, outsiders and constructs are immune to *Shathy's pestilence*.

SHOCK WAVE

Evocation
Level: Sor/Spl/Wiz 5
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Shock wave electrifies a large area, inflicting damage on any creatures it touches. Creatures within the area take 1d6 points of damage per caster level (maximum 15d6).

Focus: A cone-shaped piece of amber.

SILKEN GRASP

Transmutation
Level: Sor/Spl/Wiz 1, Cleric 1, Strength 1
Components: V, F/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You gain great strength and a subtle touch for grabbing an opponent. If you make a successful touch attack against an opponent, you gain +20 on the initial opposed grapple check to establish a hold.

Focus: A piece of silk.

Skay's Flaming Bolt

Invocation
Level: Sor/Spl/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A hot ray springs from your hand. You must succeed at a ranged touch attack to strike a target. The ray inflicts 1d4 points of damage per level (5d4 maximum).

Shadowskin

Necromancy
Level: Sor/Spl/Wiz 4, Cleric 5, Moon: Veshemo 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 hour per level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: No

The target creature's skin becomes black and indistinct. The creature gains a +8 circumstance bonus to hide. This bonus does not stack with other bonuses for camouflage or other coloration. The creature also gains a +4 resistance bonus to saves against effects delivered by the touch of undead. Lastly, the creature gains a +2 bonus to saves against energy drains not delivered by the touch of undead.

Material Component: A shred of clothing stolen from a thief.

Slow Death

Necromancy
Level: Sor/Spl/Wiz 3, Death 3
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: 20-ft. radius
Duration: Concentration
Saving Throw: None
Spell Resistance: Yes

Everyone in the area (including you) loses one hit point per round.

Spectral Assassin

Illusion (Phantasm) [Fear, Mind-Affecting]
Level: Sor/Spl/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief
Spell Resistance: Yes

Spectral assassin creates an image of a black-clad figure intent on destroying the target. It attacks, but only once: a touch attack with a bonus of +1 per caster level that inflicts 5d6 points of subdual damage.

Spell Magnet

Abjuration
Level: Sor/Spl/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The creature becomes the automatic new target for any spells cast within 100 feet of him. Any spellcaster using a spell must choose the spell magnet as his target if the spell affects a target. If the spell affects an area, the area must include the spell magnet, if possible.

Material Component: A pair of magnets.

Spellscatter

Transmutation [Scalable]
Level: Sor/Spl/Wiz 1, Oblivion 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

Spellscatter causes a target to lose 1d3 prepared spells. These spells are no higher than half the spell level of *spellscatter*. Sorcerers and bards lose 1d3 spell slots, as if they had cast those spells.

Material Component: 50 XP

Spider Curse

Transmutation [Mind-Affecting]
Level: Spider 6
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: 1 humanoid of Medium-size or smaller
Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You turn a humanoid into a drider-like creature that obeys your mental commands. The transmuted subject gains a spider's body with a humanoid head, arms, and torso, just like a drider. The subject has a drider's speed, natural armor, bite attack, and poison (but see below). The subject gains a +4 bonus to its Strength, Dexterity, and Constitution scores.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change-in Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final Armor Class, attack and save bonuses.) The subject's equipment remains and continues to function as long as it fits a drider's body shape. Otherwise it is subsumed into the new form and ceases to function for the duration of the spell. Retained items include anything worn on the upper body (head, neck, shoulders, hands, arms, and waist). Nonfunctioning items include anything worn on the legs, feet, or the whole body (armor, robes, vestments, and boots).

The subject's bite delivers a poison with a Fortitude save DC of 16 + your Wisdom bonus. Initial and secondary damage is 1d6 points of temporary Strength damage.

Your control over the subject is like that provided by *dominate person* spell. (You telepathically control the creature so long as it remains within range.)

Although *spider curse* is similar to *polymorph other*, it does not heal damage or cause disorientation.

SPIDER SHAPES

Transmutation

Level: Spider 9

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One willing creature/level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

As *polymorph other*, except you polymorph up to one willing creature per level into a monstrous spider of any size from Tiny to Huge as you decide (see page 208 of the *Monster Manual*). All the creatures you transmute must become spiders of the same size. The spell has no effect on unwilling creatures.

Subjects remain in the spider form until the spell expires or you dismiss the spell for all subjects. In addition, an individual subject may choose to resume her normal form as a full-round action. Doing so ends the spell for her and her alone.

Parts separated from the resulting spiders do not revert to their original forms, so the resulting spiders have poisonous bites.

Creatures polymorphed by *spider shapes* don't suffer the disorientation penalty that those transformed by *polymorph other* often do. Subjects of *spider shapes* regain hit points as though they had rested for a day.

SPOT INVISIBLE

Divination

Level: Sor/Spl/Wiz 0, Clr 0

Components: V, S

Casting Time: 1 action

Target: You

Duration: Instantaneous

You are able to catch a momentary glimpse of an invisible creature if it is within your line of sight and within 60 feet of you at the time you cast the spell. While you cannot identify features other than size category and general shape, you can target the invisible creature with a missile weapon or melee attack (without suffering the 50% chance of missing), assuming that it does not move.

STONE SPIDERS

Transmutation

Level: Spider 7

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: 1d3 pebbles or 1d3 vermin, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You transform 1d3 pebbles into stone constructs that resemble monstrous spiders. The constructs can be any size from Tiny to Huge as you decide, but all the constructs you create must be the same size. The constructs have the same statistics as monstrous spiders (see page 208 of the *Monster Manual*) of the appropriate size, except as follows:

- Their natural armor increases by +6.
- They have damage reduction 30/+2.
- Their poison has a Fortitude save DC of 17 + your Wisdom modifier. Initial and secondary damage is 1d3 points of temporary Strength damage.

If the constructs can hear your commands, you can direct them not to attack, to attack particular enemies, or to perform other actions. Otherwise, they simply attack your enemies to the best of their abilities.

Alternatively, you can cast *stone spiders* on 1d3 vermin of any type or size. The affected vermin gain the benefits of a *stoneskin* spell (damage reduction 10+5) for 1 round per caster level.

STUPOR

Enchantment [Scalable, Mind-Affecting]
Level: Sor/Spl/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One person
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You cause a spellcaster to lose a prepared spell at random. The spell is always of a lower level than *stupor's* level. Sorcerers and bards lose a spell slot as if they had cast a spell of that level.

Material Component: A lock without a key.

SUMMON FEY

Conjuration (Summoning) [Scalable]
Level: Drd/Sha 1
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You summon a fey creature with Hit Dice equal to or less than *summon fey's* level.

Material Component: A pat of butter.

SUMMON SPIRIT

Illusion
Level: Sor/Spl/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft + 5ft/2 levels)
Effect: Visual figment that cannot exceed one 10-ft. cube
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: Yes

Summon spirit creates an image of an incorporeal human or humanoid that moves as the spellcaster wishes. Any creatures it touches feel a chill but take no damage. If the caster ceases concentration on it, the image moves randomly throughout the spell's range. It moves through walls or furnishings and does not appear to attack, only to fly silently through the air.

The image moves 40 feet per round. It can be dispelled by taking 10 or more points of damage, although resists damage as an incorporeal creature.

TAATIIR'S TEARING TALONS

Evocation
Level: Sor/Spl/Wiz 9, Strength 9
Components: V,S,F/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three 10-ft. hands
Duration: 7 rounds
Saving Throw: None
Spell Resistance: Yes

This rare spell creates three claws that appear between you and one opponent, and thereafter move as directed by you. (You direct them as a free action, but they must always move in near-unison, either floating in the same direction, converging on a single spot or raking the same target.) They are Large-sized (5 ft. by 5 ft. face and 10 ft. reach), and resemble black claws with three fingers and no thumb.

The claws can move up to 60 feet and attack in the same round. The caster may vary the distance each claw moves, but they must move in a heading no more than 20 degrees different from each other. The *tearing talons* can pass through each other and their caster harmlessly – as if they were intangible, but they are solid in all other respects (a talon overlapping a talon attacks as only a single talon; damages are not doubled). Since you direct these hands, their ability to notice or attack invisible or concealed creatures matches yours.

The claws attack once per round, always striking at the same target. Their attack bonus equals your caster level plus the relevant ability (Intelligence for wizards, Wisdom for clerics and Charisma for sorcerers), +11 for the claw's Strength score, -1 for being Large. Roll separately for each claw.

Each claw does 1d10+12 points of damage. They can mark rock (casters with practice can cause them to scratch messages), score through an inch of metal or glass per round, score through three inches of bone, chitin or wood per round, and readily penetrate and harm all flesh, hide and vegetable matter they touch. If the claws are all moving in a narrow area (such as a passage), they serve as one-half cover (+4 AC) for the target of all attacks directed 'through' them.

Arcane Focus: A leather glove, whose fingers and thumb have been tarred. Drops of human blood (the caster's own will suffice) must be mixed with this tar for the glove to function. In addition, shards or slivers of either glass or gemstone must be pressed into the tar so they adhere to the glove, at least one on each finger (though they need not be on the tips of the digits). The caster must wear the glove, and must have at least three operable fingers. If there are fewer (or there are not shards on each digit of the prepared glove), the spell fails; if more, the talons still have only three fingers each.

Taint of Evil

Necromancy
Level: Sor/Spl/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: One creature
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

One target gains the immunities and liabilities of being undead. While temporarily undead, the creature can be turned or even destroyed by clerics, is immune to critical hits, etc.

Focus: A bone left over from an animated skeleton or zombie.

Third Eye

Transmutation
Level: Sor/Spl/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Effect: Creates a third eye
Duration: 1 hour/level

You create a third eye in the center of your forehead which you can use to see. This eye is not blinded if you are blinded by magic or damage to your normal eyes. The eye also has darkvision to a range of 60 feet and sees invisible objects and creatures.

Material Component: A crab's eyestalk.

Thunderclap

Evocation [Sonic]
Level: Cleric 2, Storm 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

Thunderclap inflicts 1d4 damage per level (5d4 maximum) and deafens creatures in the area of effect. Creatures recover from the deafness in 2d6 minutes. Those who make the Fortitude save suffer half damage and no deafness.

Material Component: A small drum.

Touch of Madness

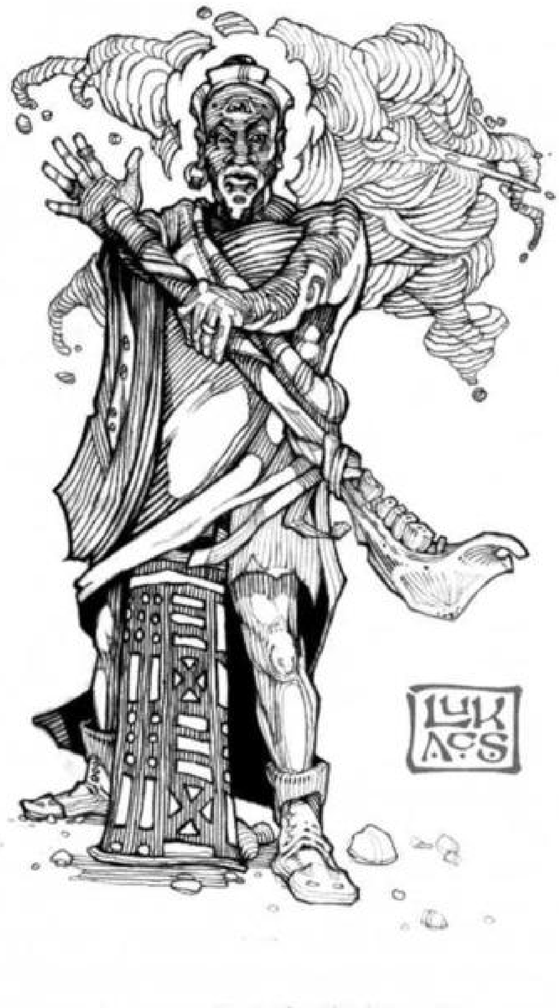
Enchantment [Mind-Affecting]
Level: Madness 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature Touched
Saving Throw: Will negates
Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

Tracker

Conjuration (Summoning)
Level: Sor/Spl/Wiz 1
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One animal
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You summon a dog that is skilled at tracking by scent. The dog has 6 hit points and has average statistics for its race (see



A sorcerer activates the *Third Eye* spell.

page 195 of the *Monster Manual*). The dog fights only if attacked. Dogs track by scent with +9 (+8 for racial bonus, +1 for Wisdom) on their Wilderness Lore checks.

Material Component: A bit of dog hair or a leather collar.

TRUE CREATION

Conjuration (Creation)
Level: Creation 8
Components: V, S, M, XP
Casting Time: 10 minutes
Range: 0 ft.
Effects: Unattended, non-magical object of non-living matter, up to 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a non-magical, unattended object of any sort of matter. Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts or a Craft (gemcutting) check to make a cut and polished gem.

Unlike the items brought into being by the lower level spells minor creation and major creation (see the *Player's Handbook* for those spell descriptions), objects created by the casting of true creation can be used as material components.

Material Component: A small piece of matter of the same type of item you plan to create- a sliver of wood to create arrow shafts, a tiny piece of the appropriate stone to create a polished gem, and so forth.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more (see the *Player's Handbook* for item costs).

TRUE DOMINATION

Enchantment (Compulsion) [Mind-Affecting]
Level: Domination 8
Component: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid of Medium-size or smaller
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

You can control the actions of any humanoid that is Medium-size or smaller. You establish a telepathic link with the subject's mind. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only in basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive any direct sensory input from him.

Subjects have a chance of resisting this control (Will save to avoid the affects when the spell is cast). Those affected by the spell and then forced to take actions against their nature receive a new saving throw with a penalty of –4. Obviously self-destructive orders may be carried out, unless the subject can make a saving throw with the –4 penalty. Once control is established, the range it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is warded, but it does not prevent the establishment of domination or dispel it.

UNBINDING

Abjuration
Level: Exorcism 9, Wiz/Sor 9
Components: V, S, M, DF
Casting Time: 1 round
Range: 180 ft.
Area: 180 ft. radius burst, centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When you cast an unbinding spell, a burst of force erupts from your body and magically destroys any spells that contain, constrain, or seal, with the exceptions noted below.

The unbinding negates charm and hold spells of all types, arcane locks and similar closures, spells that create physical or magical barriers (wall of stone, wall of force), guards and wards, temporal stasis, and slow spells, among others. The effect of a statue spell is ended. A magic jar is shattered- forever destroyed- and the life force within snuffed out. In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 feet (including magic mouth, imbue with spell ability, and so on.

Protective spells such as protection from evil, shield, globe of invulnerability, and similar spells are not affected by an unbinding. Petrified creatures are neither revealed nor restored. Individuals bound to service are not freed (including creatures such as familiars, invisible stalkers, genies, and elementals). An anti-magic field is not affected, nor will the effect of unbinding penetrate one. A magic circle against evil (or another alignment) that currently holds a creature imprisoned is dispelled.

Curses and *geas/quest* spells are negated only if the caster is off a level equal or greater than that of the original caster.

All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are affected, including those of allies. The opening of locks or other closures triggers any alarms or traps attached to them. Any released creature may or may not be friendly to the caster.

Material Component: A lodestone and a pinch of saltpeter.

Unforgettable Terror

Enchantment
Level: Cleric 9, Terror 8
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You cause a creature to panic for 1d6 minutes. The creature has a 50% chance to immediately drop what he's holding. The creature flees, choosing his path randomly and fleeing from other dangers. The creature suffers a -2 morale penalty on all saving throws. After 1d6 minutes, the creature is no longer panicked, but the fear never truly goes away. Each night, the creature is subject to a *nightmare* spell (with the same DC as the original *unforgettable terror*). Unlike casting *nightmare*, however, you do not have to enter a trance and wait until the victim sleeps, nor does a *dispel evil* harm you. The creature's own memory is bringing the terror back night after night. The nightmares never cease on their own until the creature is killed.

Unnerve

Necromancy [Fear, Mind-Affecting]
Level: Sor/Spl/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Unnerve causes a single target creature to become shaken unless it makes a saving throw. Creatures with 4 or more Hit Dice are immune.

Veshemo Wanes

Abjuration
Level: Cleric 4, Moon: Veshemo 4, Sor/Spl/Wiz 4
Components: V, S, F/DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: All lycanthropes within a 30-ft. radius sphere
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

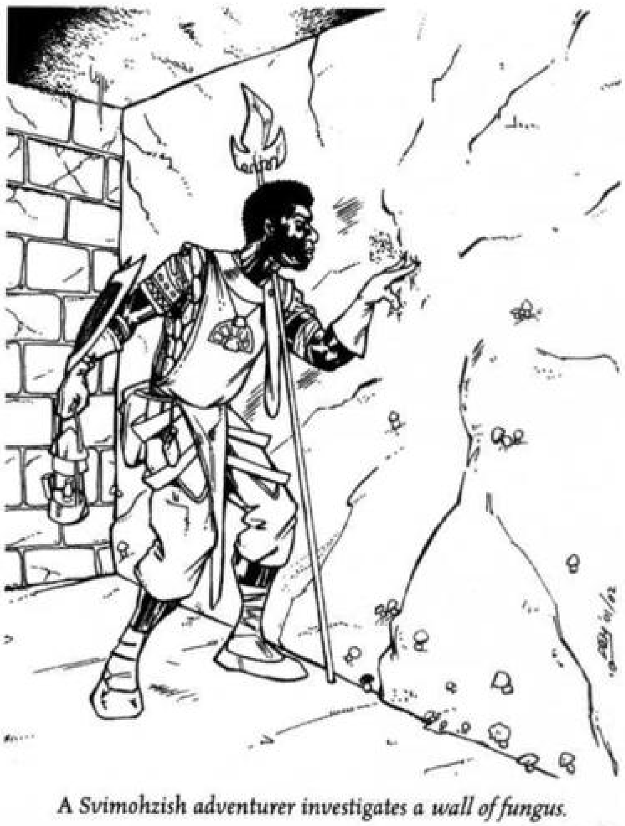
Veshemo wanes exposes all lycanthropes within its area of effect by forcing them to change shape. Lycanthropes in animal or hybrid form assume their human form, while those already in their human form shift into hybrid form for a moment, then shift back.

Focus: A silver dagger.

Wall of Fungus

Conjuration (Creation)
Level: Sor/Spl/Wiz 4, Drd/Sha 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One wall whose area is up to one 10-ft. square/level
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

Wall of fungus creates a soft, slightly yielding mottled green wall three inches thick per caster level. While the foamy texture is safe to touch, abrading it (attacking, charging, climbing, etc.) causes spores to shoot out violently, inflicting damage within 10 feet of the area touched. The spores inflict 3d6 points of damage (Fortitude save for half) to living



A Svimohzish adventurer investigates a wall of fungus.

creatures. Multiple touches result in multiple damage, so if three arrows miss a target adjacent to the wall and strike the *wall of fungus*, the target is subject to three spore attacks.

Each 10-foot section of the wall has 1 hit point per inch of thickness. Creatures can hit the wall automatically (though hitting a specifically sized area requires an attack roll against AC 10 + size modifier). A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 10 + caster level.

Material Component: A small mushroom.

WALL OF SHADOWS

Necromancy
Level: Sor/Spl/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One wall whose area is up to one 5-ft. square/level
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes

The *wall of shadows* is only a foot thick, but anyone passing through the wall suffers 1d6 temporary Strength loss. It is immune to physical attacks, although magic such as *dispel magic* can remove it.

WALL OF SOULS

Necromancy
Level: Sor/Spl/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One wall whose area is up to one 5-ft. square/level
Duration: 1 minute/level
Saving Throw: None; see below
Spell Resistance: Yes

Wall of souls creates a wall of chalky gray material that causes anyone passing through to gain a negative level (Fortitude save negates). The wall has the thickness and texture of a soap bubble, although weapons cannot destroy it.

WALL OF THOUGHT

Conjuration (Creation)
Level: Sor/Spl/Wiz 2, Cleric 2
Components: V
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One wall whose area is up to one 5-ft. square/level
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes

Wall of thought creates an invisible wall similar in some ways to a wall of force. Brute force will breach this barrier, however. A creature may force its way through the wall by making an Intelligence check equal to (10 + *wall of thought*'s level + caster's ability modifier). Pushing through the wall is a full-round action and dazes any character moving through it unless the creature makes a Will save at DC (10 + *wall of thought*'s level + caster's ability modifier).

WATERSPOUT

Conjuration (Creation)
Level: Ocean 7
Components: V, S
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: A cylinder 10 ft. wide and 80 ft. tall
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

Waterspout causes water to rise up into a whirling, cylindrical column. A body of water at least 10 feet wide and 20 feet deep must be present, or the spell is wasted. If the *waterspout* encounters insufficient depth after it has formed, it collapses.

The *waterspout* moves at a speed of 30 feet and must remain over water. You can concentrate on controlling the waterspout's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the waterspout's movement or changing its programmed, movement is a standard action for you. The *waterspout* always moves during your turn in the initiative order. If the *waterspout* exceeds the spell's range, it collapses and the spell ends.

The *waterspout* batters creatures and objects it touches, and it often sucks them up. Any creature or object that comes in contact with the *waterspout* must succeed at a Reflex save or take 3d8 points of damage. Medium-size or smaller creatures who fail their save are sucked into the spout and held suspended in its powerful currents, taking 2d6 points of damage each round with no save allowed. Trapped creatures remain inside for 1d3 rounds before the *waterspout* ejects them out the top of the spout, and they fall back to the surface (taking falling damage) 1d8x5 feet from the base of the waterspout.

Waterborne creatures or objects within 10 feet of the spout (below and on all sides) also must make successful Reflex saves or be sucked into the spout if they are Medium-size or smaller. Anything sucked into the spout takes 3d8 points of damage and is then trapped for 1d3 rounds as explained above.

Only the smallest canoes, kayaks, or coracles can be sucked into the spout. The occupant of any such craft may make a Profession (sailor) check instead of a Reflex save (his choice) to avoid being sucked up.

WAVE OF DESTRUCTION

Transmutation
Level: Dan 6, Sor/Spl/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: 120 feet
Effect: Cone
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Items within the area of effect are subject to cracking and breaking. All items are affected as if struck by a break DC equal to 10 + the caster's level + the caster's ability modifier. Most creatures are unaffected, although they might feel a warm breeze blow over them. Constructs suffer 1d6 points of damage per caster level (maximum 20d6), with a Fortitude save for half damage.

Material Component: A glass vial and a rock.

WAVE IN MOTION

Transmutation
Level: Clr 4, Dan 5, Sor/Spl/Wiz 4, Water 3
Components: V, S, M
Casting Time: 1 action
Area: Personal
Target: You
Duration: 1 hour/level

Wave in motion creates a wave underneath the caster that carries him over the surface of the water. It has no effect if the caster is not in water or within 3 feet of a body of water. Over shallow water (under 200 feet deep), the caster moves at 30 feet. Over deep water (200 feet or deeper), the caster moves 60 feet per round. The spell carries the caster and up to 50 pounds of equipment and other living things per caster level.

Material Component: A scallop shell.

WEAPON OF THE DEITY

Transmutation
Level: Clr 4, Mysticism 4, Pal 4
Components: V, DF
Casting Time: 1 action
Range: Personal
Target: Your weapon
Duration: 1 round/level

You must be using your deity's favored weapon (See Table 6—2) to cast this spell. You may use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack and damage rolls and an additional special ability (see the list below). A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster.

When you reach 9th caster level, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

WILD PACK

Conjuration (Summoning)
Level: Drd/Sha 4, Rgr 4
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 12 summoned dogs
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You summon a pack of twelve large black war dogs to attack your foes or defend an area. The animals are particularly fierce and gain an attack bonus equal to your Charisma modifier. If ordered to attack, the dogs fight intelligently; they attempt to flank enemies when possible, ready attack actions to disrupt spellcasters, etc. If ordered to defend, the dogs stand within 20 feet of the area and watch alertly for any intruders, first growling or barking to warn away, and then attacking. The dogs do not serve as mounts or trackers.

Eleven of the dogs are identical to average riding dogs (see page 196 of the *Monster Manual*) that have been trained for war. The leader is noticeably larger, has maximum hit points, Strength 18 (and therefore damage 1d6 +4) and AC 17 (+2 Dex, +5 natural).

WILD SENSE

Divination
Level: Drd/Sha 2, Rgr 2
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level

You gain the keen senses of a wild animal. For the duration of the *wild sense*, you gain a +2 enhancement bonus to Spot and Listen checks. You also gain the Alertness feat and the monstrous ability Scent (see page 10 of the *Monster Manual*).

WISDOM OF THE ANCIENTS

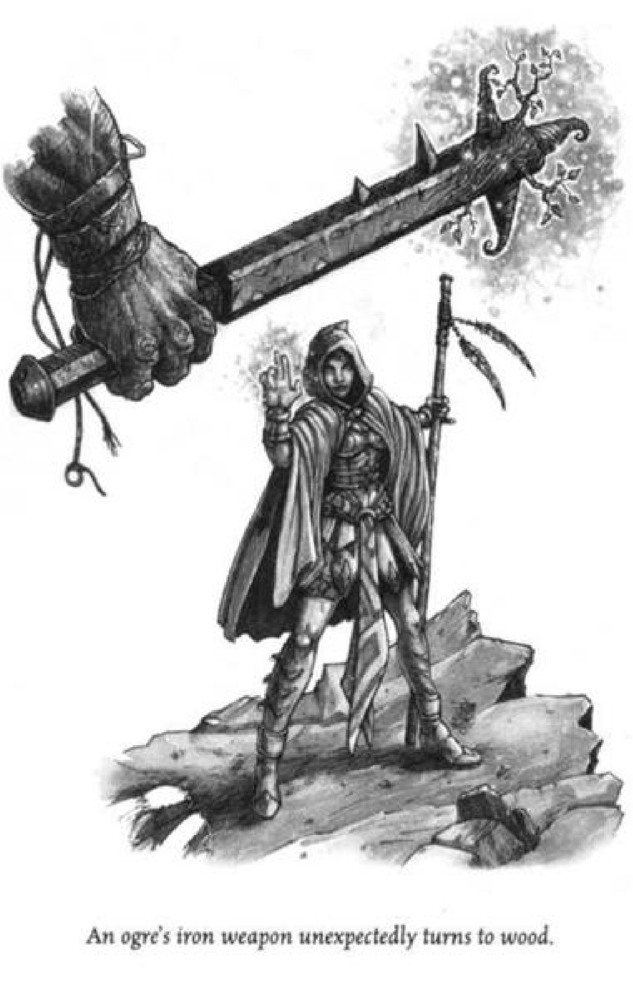
Divination
Level: Cleric 4, Time 4
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour

You gain a bonus to Wisdom, Intelligence and Charisma as if you were a venerable member of your race. You do not suffer the penalties to your physical ability scores. This spell gives an already venerable caster a +2 enhancement bonus to Wisdom, Intelligence and Charisma. See Table 1—4: Aging Effects.

WOODIRON

Transmutation
Level: Drd/Sha 6
Components: V, S, M
Casting Time: 1 min/lb. transformed
Range: 0 ft.
Target: 5 lbs. of touched iron/level
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This spell has an effect similar to *ironwood*, except that the transformation is reversed. Objects of iron or steel become as soft as wood, burn easily and break like wood. Spells that affect wood (such as *wood shape*) do not function on *woodiron*. Spells that affect metal (such as *heat metal*) do affect *woodiron*, but *woodiron* will not be affected by rust, and *mend* will work as if cast on metal, not on wood.



An ogre's iron weapon unexpectedly turns to wood.

WORLD OF DEAFNESS

Transmutation
Level: Sor/Spl/Wiz 6
Components: S
Casting Time: 1 action
Range: 0
Effect: 100-ft. radius
Duration: Concentration
Saving Throw: None
Spell Resistance: Yes

World of deafness deafens every creature in the spell's area of effect, except for you.

WRATH OF THE HEAVENS

Transmutation
Level: Cleric 9, Storm 9
Components: V, S, M
Casting Time: 1 full round
Range: 0
Effect: 200-ft. radius around you
Duration: 1 minute
Saving Throw: None; see below
Spell Resistance: Yes

You embroil the area in hurricane force winds, cause lightning to strike people each round and bring down a blinding rain (reducing visibility to 10 feet). As a standard action, you may make a ranged touch attack to hit a target with the lightning bolts. The bolts inflict 1d8 points of damage per level, up to 20d8 maximum (Reflex save for half).

Material Component: A rain drop.

Chapter 12

Magic Items

"One magic item can do the work of many commoners. No magic item can do the work of a hero."

– Thejvan, Dejy wizard

The arcane and divine spellcasters of Tellene are creative and resourceful in their creation of magic items. Interesting, useful, dangerous, elusive–their magic items are exceptional and deserving of merit. Besides the magical items described in the *Dungeon Master's Guide*, characters adventuring in Tellene might find any of these items.

ARMOR AND SHIELD SPECIAL ABILITY DESCRIPTIONS

Blood: Armor of blood is colored a deep red hue and always feels sticky and wet to the touch. It provides a +2 resistance bonus to saving throws against Necromancy spells. Armors and shields with this quality are common to Kalamar and Tokis.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *negative energy protection*; *Market Price:* +1 bonus.

Calm: This shield provides a +2 bonus to Will saves against spells or magical effects that daze or confuse. Once per day, the user gains a +4 insight bonus on any Concentration or Knowledge check. Items with this trait are found among the dwarves, especially those of hidden Draska.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *calm emotions*; *Market Price:* +1 bonus.

Darkness: Once per day, this armor creates a circle of *darkness*. If he does not have it already, the wearer instantly gains Blindsight (out to 30 feet) for the duration of the *darkness*. The *darkness* lasts for 10 minutes. Shields and armor of *darkness* exist across Tellene, especially in the Young Kingdoms (mostly small shields) and southern Svimohzia (light armors).

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *darkness, blindsight*; *Market Price:* +1 bonus.

Divinity: Armor of divinity provides +1 enhancement bonus to AC and a +1 sacred bonus to attack rolls against evil creatures. The bonus applies to all attacks the wearer makes, including melee, ranged and spells that require an attack roll.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *guidance*; *Market Price:* +1 bonus.

Dodging Death: Whenever the wearer of this armor reaches a dying state (-1 to –9 hit points), he immediately receives the benefits of a *cure minor wounds* spell, stabilizing him and preventing him from dying.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *cure minor wounds*; *Market Price:* +1 bonus.

Fog: Armor of fog envelops the wearer in a wreath of pale swirling mists. The wearer of this armor gains the benefit of a *blur* spell in combat. Armors of fog are believed to have originated among the native elves of Cosdol, along Voldor Bay, although they appear across the northern lands.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *blur*; *Market Price:* +1 bonus.

Ice-walking: The wearer of this armor suffers no penalties to Jump, Climb or Balance checks when walking on ice or snow. The character gains a +2 enhancement to Listen and Spot checks when standing in the snow. The character cannot suffocate from entombment in snow or ice; she might starve if buried in an avalanche, but she can still breathe without problem. Lastly, the armor confers a cold resistance of 5. Ice-walking armors first appeared in the Torakki lands and were originally created by shamans for barbarians who ranged far afield on their own.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *endure elements*; *Market Price:* +2 bonus.

Innocence: This armor makes its wearer appear harmless and innocuous. The wearer is protected by a *sanctuary* spell at all times. If the wearer takes actions that break the *sanctuary*, he can restore it as a free action on his initiative order.

The first time each living attacker of good alignment strikes the wearer and inflicts normal damage (not subdual), the attacker must make a Will save at DC 16 or suffer a temporary loss of 4 points of Charisma, representing the attacker's shame for striking the protected character. The Charisma loss lasts for one hour.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *mark of justice, sanctuary*; *Market Price:* +2 bonus.

Marching: A character wearing this armor can move long distances without tiring. The character can walk for up to 12 hours per day before risking any subdual damage. Magical barding with this quality affords the mount a safe march of up to 12 hours, but the damage suffered for extending marching time is still real damage. Armors of marching were the exclusive creation of the Meznam army until dwarven spies stole their secret and quickly spread to the mainland via the Grottos.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *endurance*; *Market Price:* +1 bonus.

Sainthood: This armor provides the wearer with +2 resistance bonus to saves against spells cast by clerics of a specific deity. Known suits include armors that protect against the Deceiver, the Overlord and the Vicelord. All of these suits have been made primarily of metal, but they include chain, banded, full plate and splint mail.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *divine favor*; *Market Price:* +1 bonus.

Virtue: These suits of armor have all been identified as the work of a cult of a dead god. While the cult that produced these works of art is no longer active, their creations can still be found from time to time. Each suit of armor is a fabulous specimen, easily worth three times the normal cost for armor of its type, even before accounting for its magic value. Decorative shells, ornamental gemstones and rare metals make up the suits.

Armor of virtue grants the wearer a +4 bonus on any Fortitude save to resist a magical effect that reduces her Constitution. In any case, the wearer's Constitution cannot be reduced below 1 for as long as she wears the armor.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *greater restoration*; *Market Price:* +3 bonus.

Wrath: A large number of these armors were made by the Fhokki to defend against aggressive Dejy neighbors before the coming of the Kalamarans, and they are perennial favorites for heroic Fhokki who seek to right injustices against their people. Armors with this quality give their wearer a +2 bonus to Reflex saves against Evocation spells. When the wearer is struck in combat, he gains a +1 luck bonus to damage rolls against the creature that struck him for the duration of the battle. Each successful strike increases the luck bonus by +1, so if an orc strikes Damon three times, each of Damon's attacks that hit the orc inflicts +3 damage. The effect ends if the wearer and the opponent do not threaten each other, even if only for a round.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *emotion*; *Market Price:* +2 bonus.

SPECIFIC ARMORS & SHIELDS

Armor of Heroes: A faction of gnomes originally crafted seven suits of this armor to fight against the incursion of the humans in the Reanaaria Bay region. Fortunately, the humans had no wish to fight such an impressive force, and both sides entered peaceful negotiations.

This suit of banded armor provides a morale bonus of +2 to the wearer's saving throws and any characters allied to the wearer, as long as they are within 30 feet. They see him as brave and dashing and they seek to impress him with their courage. The armor also provides allies with a +2 resistance bonus to saving throws against magical *fear*. Should the wearer fall victim to a magical *fear* attack or voluntarily withdraw from a battle, these abilities are negated for 24 hours. The armor provides an enhancement bonus of +3 to Armor Class.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *remove fear*; *Market Price:* 16,400 gp.

Arrow-wall: Arrow-wall bears dwarven designs and glyphs to ward against thieves and assassins, the worst criminals in a dwarven culture. This round wooden shield gives the wearer *protection from arrows* and a +2 enhancement bonus to AC.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *protection from arrows*; *Market Price:* 9,157 gp.

Lord Muroil's Mail: Lord Muroil was a half-elven noble of the early Kalamaran Empire when that empire ruled over the Young Kingdoms. He was the chief provocateur behind a rebellion, 200 years before the time was ripe, in the area that later became Korak. He rallied nearly a thousand youths to a bloody and futile stand against legions of heavy footmen at the banks of the Banader River.

This heavy suit of full plate is mismatched and clumsy to wear. The wearer gains damage reduction 20/+1 against attacks that deal subdual damage. She also gains a +4 enhancement bonus to Strength and a +2 bonus to all Ride and Intimidate checks. The armor provides +3 enhancement bonus to Armor Class.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *bull's strength, endurance, mount*; *Market Price:* 65,650 gp.

Mail of Time: A Prompeldian dandy fascinated with the properties of quicksilver created the *mail of time* as his masterpiece. This magical chain shirt gives the wearer *freedom of movement* and a +2 enhancement bonus to AC. Once per day, the wearer can *haste* herself as the spell.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *freedom of movement, haste*; *Market Price:* 16,250 gp.

Skin of Stone-turning: The magical discoveries of the ancient field of study of stone-turning are lost, except for this fine example found in the Fyban Forest and Jenth Ridges. This suit of ashen leather armor is as comfortable to wear as a thin cotton tunic. Normally, the armor provides +1 enhancement bonus, but it also provides damage reduction 10/+3 against weapons and constructs made of stone. The wearer gains a +2 circumstance bonus to Hide checks made in rocky locations.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *stoneskin*; *Market Price:* 16,160 gp.

WEAPONS

The folk of Tellene have invented a great variety of weapons that rely on a mechanic similar to the deadly *vorpal sword*. These weapons are widespread across the Sovereign Lands. Like the *vorpal sword*, their special effects occur when the wielder scores a critical hit.

Blinding: This deadly weapon strikes an enemy permanently blind if the attacker scores a critical hit. The creature struck may attempt a Fortitude save at DC 13 to resist the effect.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *blindness/deafness*; *Market Price:* +2 bonus.

Champions: Universally attractive and eye-catching weapons, these typically follow the design of the nobility (so in Kalamar, there are champion greatswords, while the dwarves usually design greataxes for their champion weapons). The sword's user gains +2 enhancement bonus to Charisma. Once per day, he can use a *command* spell (Will save DC 11).

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *command*; *Market Price:* +1 bonus.

Cowardice: If the attacker succeeds with a critical hit, this weapon strikes the target with magical *fear*. The victim must make a Will save at DC 16 to resist the *fear*.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *fear*; *Market Price:* +3 bonus.

Destruction: This weapon, usually a club or hammer, has no exceptional properties that arise in normal combat. When used against a construct or an item (with the Sunder feat, for example), it inflicts an additional 2d6 points of damage. These items appear most often in the Wild Lands and the Elos Desert.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *shatter*; *Market Price:* +2 bonus.

Magic-Drinking: This weapon is the bane of magical defenses. The target struck must make a Will save (DC 18) or be affected by a *dispel magic* that affects the target and items she wears only. If any spells are dispelled, the magic-drinking weapon gains a temporary +1 enhancement bonus (once, not per effect dispelled). The bonus lasts for 10 minutes.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *dispel magic, vampiric touch*; *Market Price:* +2 bonus.

Purifier: The purifier is a special weapon that removes poison from a creature. If the creature struck has already suffered the primary effects of the poison, it receives +2 resistance bonus to its Fortitude save to resist secondary effects. If a purifier weapon strikes a venomous creature, the target must make a Fortitude saving throw at DC 15 or have its poison reserves drained. It cannot use its poison for one hour after the drain.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *neutralize poison*; *Market Price:* +1 bonus.

Shield-breaker: The wielder of this weapon gains the Improved Sunder feat while using it. Furthermore, when used to attack a shield, the shield's hardness is treated as if it were 2 points less.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *shatter*; *Market Price:* +1 bonus.

Stinger: On a critical hit, a stinger weapon poisons a creature. The poison's primary damage deals 1d3 points of temporary Strength loss, and its secondary damage is 1d3 Constitution. The Fortitude save to resist the poison is DC 13.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *poison*; *Market Price:* +2 bonus.

SPECIFIC WEAPONS

Bow of Eagle Sight: This long, slender bow of pale wood appears well used; the center is smooth from much handling and the wood shows many scratches and nicks. The bow automatically arches in the user's hand to correctly account for wind and distance. Arrows fired from it suffer no penalties for range, up to the maximum range normally allowed to the weapon.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *clairvoyance*; *Market Price:* 30,000 gp.

Dagger of Disease: This curved magical knife inflicts a disease on a critical hit, in addition to normal critical damage. Each dagger can deliver its own disease. The most common diseases include orc shingles, goblin pox, the black plague, blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes or slimy doom. The target is allowed a Fortitude save at DC 14 to resist the effect.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* 36,000 gp.

Light of the Moon: This greatsword is also known as the lycanthrope slayer. Any lycanthrope struck by the sword must make a Will save at DC 16 or be forced to change shape (the DM selects randomly from those available). Each one of these weapons is attuned to a specific type of lycanthrope, and werebeasts of that type receive no saving throw.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph other*; *Market Price:* 42,000 gp.

Sword of the Fey: This rapier functions as a normal weapon in the hands of any being without elven blood. In the hands of an elf, the sword's power manifests. It gives the wielder a +2 enhancement bonus, gives the user the benefits of uncanny dodge as a 6th level rogue, and adds a +2 competence bonus to the owner's Hide and Move Silently rolls.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *invisibility*, *cat's grace*, creator must be an elf; *Market Price:* 8,000 gp.

The Spear of Shauku: This short spear has a thick ebony shaft, a flat, broad head and a bronze butt. It ignores any armor bonuses to AC, piercing through even full plate as if it did not exist. The spear's wielder makes all melee attacks as if they were touch attacks.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *etherealness*; *Market Price:* 72,000 gp.

POTIONS

Absolution: This potion freely acts as the *atonement* spell for removing penalties incurred by unintentional acts against a character's alignment. If the character willingly performed a misdeed, he may endure a *geas/quest* of the DM's choice, pay 500 XP and then receive the *atonement* he seeks. If the DM decides the character is insincere in his *atonement*, the character still receives the *geas/quest* and loses the 500 XP but does not receive the *atonement*.

Caster Level: 6th; *Prerequisites:* Brew Potion; spellcaster level 9th+; *Market Price:* 900 gp.

Blood: Drinking this potion allows a creature to gain certain abilities of another race for the remainder of their life. The type of creature is determined by the potion's maker and is typically elf, dwarf or hobgoblin. The drinker is considered to have elf blood (or dwarf, hobgoblin or whatever) for the purposes of using magical items and being affected by magical items. A halfling that drinks a potion of elven blood, for example, may use a *sword of the fey* and is subject to taking extra damage from an elf-bane weapon. He may no longer use halfling-specific magic items or be subject to damage from halfling-bane weapons. A new *potion of blood* will override a previous one.

Caster Level: 6th; *Prerequisites:* Brew Potion; spellcaster level 7th+; *Market Price:* 750 gp.

Subversion: The potion of subversion gives the drinker a +10 to Charisma checks or Charisma-based skill checks when attempting to incite rebellion, encourage others to break laws, cause a riot, or lie to conceal such activities. Creation or ownership of this potion is illegal in most countries. The effects wear off in 1d6 hours.

Caster Level: 2nd; *Prerequisites:* Brew Potion, spellcaster level 3rd+; *Market Price:* 400 gp.

Wind: The drinker gains +2 Dexterity, a +2 dodge bonus to AC and a +2 resistance bonus on any saves against gas or wind attacks (such as *stinking cloud* or *gust of wind*) for 1d6 minutes.

Caster Level: 3rd; *Prerequisites:* Brew Potion, spellcaster level 5th +; *Market Price:* 250 gp.

RINGS

Command: The *ring of command* is a thick, attractive band of pure gold. It gives the wearer a +2 enhancement bonus to Intimidate checks and the ability to use *command* once per day.

Caster Level: 12th; *Prerequisites:* Forge Ring, *command*, creator must have 5 or more ranks in Intimidate; *Market Price:* 1,000 gp.

Fitness: The wearer of a *ring of fitness* is immune to normal aches and pains caused by exercise. She gains a +2 bonus to Fortitude saves to resist disease and poison. She also gains a +2 competence bonus on Jump and Climb checks.

Caster Level: 12th; *Prerequisites:* Forge Ring, *resistance*; *Market Price:* 1,800 gp.

Illumination: The *ring of illumination* bestows upon its wearer the ability to create a sphere of light (as per the *light* spell) with a 20-foot radius, centered on the ring itself. A newly created ring has 40 charges. After ten charges are expended, the radius drops to 15 feet. After twenty, the radius drops to 10 feet and after thirty, the radius drops to 5 feet. When all the charges are expended, the ring becomes a non-magical item.

Caster Level: 3rd; *Prerequisites:* Forge Ring, *light*; *Market Price:* 3,000 gp.

Improved Invisibility: The wearer of this ring may activate a charge to cloak himself in *improved invisibility*, as the spell of the same name. A newly created ring has 50 charges. When all the charges are expended, the ring becomes a non-magical item.

Caster Level: 7th; *Prerequisites:* Forge Ring, *improved invisibility*; Market Price 30,000 gp.

Loyalty: This odd ring of silver allows the wearer to *polymorph self* into a dog up to three times per day. When in her normal form the wearer gains a +2 competence bonus to Handle Animal checks when working with dogs or wolves. She also gains a +2 competence bonus to Listen checks.

Caster Level: 12th; *Prerequisites:* Forge Ring, *polymorph self*; *Market Price:* 30,000 gp.

Memory: The wearer of this convenient ring has an excellent memory for details. She gains a +2 bonus to all Knowledge checks made while wearing the ring.

Caster Level: 12th; *Prerequisites:* Forge Ring, creator must have 5 or more ranks in a Knowledge skill; *Market Price:* 2,000 gp.

Reeking: The wearer of this ring emits a horrible odor. All living creatures within 30 feet must make a Fortitude save at DC 13. Those creatures that fail suffer a loss of 1d8 temporary Strength points for as long as they remain in the area of effect, plus one hour after they leave the area.

Caster Level: 12th; *Prerequisites:* Forge Ring, *stinking cloud*; *Market Price:* 9,000 gp.

Solitude: The *ring of solitude* is a recent creation of Brolenese wizards who find themselves being swarmed by escaped slaves. Three times per day, the wearer can use *repulsion*, keeping creatures from advancing closer than 20 feet for up to 12 rounds. Creatures get a Will save at DC 19 to resist the effect.

Caster Level: 12th; *Prerequisites:* Forge Ring, *repulsion*; *Market Price:* 77,600 gp.

Tracklessness: Thieves and other criminals often use the *ring of tracklessness.* The DC to track the wearer increases by +10.

Caster Level: 12th; *Prerequisites:* Forge Ring, creator must have Track feat; *Market Price:* 2,000 gp.

Underground Survival: Believed to have originally been a halfling creation, the ring gives its wearer Blindsight out to 10 feet, a +2 enhancement bonus to Listen checks when underground, and the ability to use *stone shape* once per day.

Caster Level: 12th; *Prerequisites:* Forge Ring, *stone shape*; *Market Price:* 18,000 gp.

Weapon Mastery: The wearer of this ring gains the Weapon Finesse feat with a certain weapon specific to the ring, usually the rapier or a whip. Each ring is different, although a very few apply their feat to a spellcaster's ranged touch attack.

Caster Level: 12th; *Prerequisites:* Forge Ring, creator must have Weapon Finesse feat with the appropriate weapon; *Market Price:* 4,000 gp.

RODS

Continuity: The bearer of this short black rod gains a supernatural level of confidence and concentration. The holder gains +20 on Concentration checks.

Caster Level: 10th; *Prerequisites:* Craft Rod, creator must have 10 or more ranks in Concentration; *Market Price:* 8,000 gp.

Brilliance: This heavy scepter of twisted white gold with a head of jet and platinum chase bears the shining sun symbol of the Eternal Lantern. Its bearer effectively gains +2 levels for turning/rebuking undead and always affects the maximum Hit Dice possible.

Caster Level: 14th; *Prerequisites:* Craft Rod, creator must be able to turn/rebuke undead; *Market Price:* 4,000 gp.

STAVES

Shepherd's Staff: Named after its design as well as its usefulness, this crook makes a wizard self-sufficient in the wilderness. The Shepherd's Staff allows the following spells, each using one charge:

- *Faotissun's secure shelter* for protection
- *Mount* for travel
- *Scare* for defense (DC 11)

Caster Level: 7th; *Prerequisites:* Craft Staff, *Faotissun's secure shelter, mount, scare*; *Market Price:* 26,250 gp.

Sea and Storm: This lightweight, tapered staff is waterproofed and usually wrapped with cloth or leather to provide a sure grip. It allows the wielder to use the following spells:

- *gust of wind* (1 charge)
- *lightning bolt* (1 charge)
- *control weather* (2 charges)

Caster Level: 14th; *Prerequisites:* Craft Staff, *control weather, lightning bolt, gust of wind*; *Market Price:* 90,000 gp.

Deceit: This thin and supple piece of pine bears scant decoration. Its freshly hewn scent never leaves it, despite wear and the presence of other odors. It allows the wielder to use the following spells:

- *seeming* (2 charges, DC 17)
- *mirage arcana* (1 charge)
- *nondetection* (1 charge)
- *obscure object* (1 charge, DC 12)
- *change self* (1 charge)

Caster Level: 14th; *Prerequisites:* Craft Staff, *change self, mirage arcana, nondetection, obscure object, seeming*; *Market Price:* 100,000 gp.

WONDROUS ITEMS

Bag of Beetles: This bag holds numerous jade beetles chased with gold (50 in all), each with an apparent value of 5 gp. When the bag is placed on the ground and the proper command word spoken, a swarm of beetles crawl out of the bag and move to attack your enemies as per the spell *summon swarm.* The bag also holds 4 beetles of pure gold with a value of 50 gp each. These special beetles grow to Huge size and have the same statistics as bulettes.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *summon swarm, summon monster VII*; *Market Price:* 35,000 gp.

Belanar's Nut: This ordinary-looking acorn, when planted, grows into a full-size treant within one round. The treant fights for the person who planted it for 4d6 rounds, then it returns to acorn form, the magic used up. If not commanded to fight, the treant offers guidance and counsel. Consider the treant to have normal Intelligence and Wisdom scores (no ability modifier), 10 ranks in Knowledge (religion), 12 ranks in Spellcraft and 18 ranks in Knowledge (nature). If asked for advice instead of combat, the treant stays and converses for up to one hour.

Caster Level: 16th; *Prerequisites:* Craft Wondrous Item, *awaken*; *Market Price:* 2,250 gp.

Belt of Deftness: This thin, stylish belt gives the wearer a +2 enhancement bonus to Dexterity and +2 competence bonus to Pick Pockets and Disable Device checks.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *cat's grace*; *Market Price:* 4,200 gp.

Bottle of Enchantment: This thin bottle enchants pure fluids that are placed in it. The result is a potion that depends on the type of fluid left in the bottle. The liquid must be poured into the bottle and left there for a week. After the end of the week, the new potion may be placed into another container for storage.

FLUID	POTION
Blood	*Cure moderate wounds*
Pure water	*Cure light wounds*
Sea water	*Water breathing*
Wine	*Heroism*

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *cure light wounds, cure moderate wounds, water breathing*; *Market Price:* 46,000 gp.

Bracelet of Attunement: Divine spells cast by a character wearing one of these bracelets are harder to resist because of the character's unusual spirituality and self-awareness. The saving throw DCs against spells cast by the wearer increase by +1.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, creator must be a divine spellcaster; *Market Price:* 2,000 gp.

Bracelet of Secrets: Arcane spells cast by a character wearing one of these bracelets are harder to resist because the character taps into rare sources of power that amplify her spells. Saving throw DCs against spells cast by the wearer are increased by +1.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, creator must be an arcane spellcaster; *Market Price:* 2,000 gp.

Bracers of Tracelessness: These bracers were the secret of Galana Songbird, a P'Baparan bard who was also that city's worst burglar. They allow the wearer to use *expeditious retreat, gaseous form* and *dimension door* once each per day. The wearer may also use *ethereal jaunt* once per week.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *expeditious retreat, gaseous form, dimension door, ethereal jaunt*; *Market Price:* 18,720 gp.

Burglar's Keys: These common bronze keys allow the user to *knock* open locks. Each key can be used once, and then serves only as a normal padlock key. A newly discovered ring of these items contains 1d6+6 keys.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *knock*; *Market Price:* 1,800 gp each.

Candle of Hope: This fat wax candle provides the benefits of a *prayer* spell when it is lit. If a divine spellcaster lights it, it summons a celestial lion to fight for him as well. Each candle is usable once for up to one hour.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *prayer, summon monster IV* *Market Price:* 950 gp.

Cloak of Worship: The wearer of this deep purple cloak gains a +8 enhancement bonus to her Charisma score. This cloak is not effective against monsters, only humans, humanoids and demihumans.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *emotion*; *Market Price:* 54,000 gp; **Weight:** 2 lbs.

Crystal Flask: This decorative bottle seems to contain an aromatic liquid of some kind. When poured, its contents evaporate within one round and the gas assumes the form of an invisible stalker that responds to the bidding of the person who opened the bottle. After performing this task, the invisible stalker returns to the Elemental Plane of Air. The flask does not function again for 30 days.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *lesser planar ally*; *Market Price:* 12,960 gp.

Djahn's Key: Nicknamed after the Riftmaster for its magical ability to bypass problem doors, Djahn's Key is primarily used in massive battles or sieges. It is a four-person battering ram in the shape of a key. Besides adding +6 circumstance bonus to the leading character's Strength check to break down doors (or three additional +2 bonuses), the ram's magic provides a +20 bonus, sufficient to smash down even castle gates.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *Koval's forceful hand*; *Market Price:* 137,200 gp.

Dress of Temptation: The wearer of this magical garment gains a +4 enhancement bonus on Bluff checks when attempting to seduce a character of the opposite sex.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *charm person*; *Market Price:* 2,000 gp.

Fey Robe: This sheer garment is both comfortable and attractive. The wearer gains a +4 circumstance bonus to Hide and Move Silently checks made in woodland settings He can also use *locate creature* and *speak with plants*, each once per day.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *locate creature, speak with plants*, creator must have ability to pass without trace; *Market Price:* 1,140 gp.

Figurine of Wondrous Power: Dozens of these popular items exist on Tellene, in diverse color, form and purpose. Some of the most popular are listed below:

Jade Serpent: The jade form of this creature is a coiled viper, alert but non-threatening. Upon command, it assumes the form of a large viper that can be ordered to guard an item or place up to 1,000 square feet in size. The serpent guards the location for up to 24 hours, attacking if anything larger than Tiny size approaches other than the person who ordered it to guard. It can be used once per week.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate object*; *Market Price:* 10,000 gp.

Gold Nightingale: When ordered, the nightingale becomes a mobile, lifelike bird that appears to be a construct. The nightingale sings on command, producing harmonious, peaceful sounds that dispel fear and despair. The nightingale's song has the same effect as the spell *emotion* (*hope*). The nightingale can be used once per day for no more than one hour.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate object*; *Market Price:* 8,000 gp.

Tin Ox: Upon command, this clunky piece of tin becomes a normal-sized animal of great strength and endurance. The ox carries as much as a draft horse, but it can pull up to 7,000 pounds across the ground or 14,000 pounds in a good wagon (as if Strength 29). The ox functions for up to 12 hours at a time once every three days.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate object*; *Market Price:* 10,000 gp.

Hematite Bat: This finely crafted shiny piece of hematite becomes a Tiny-sized flying animal upon command. The bat is capable of carrying a written message or other small object anywhere the owner knows or can describe. While in flight, the bat radiates *fear* as a 9th level caster in a 30-foot radius. The bat functions for six hours at a time, but no more than once per week.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate object*; *Market Price:* 12,000 gp.

Gem of Illusion: This gem contains a *programmed image*. It can be used as often as once per day. The user places the gem on the ground or other surface, speaks a command word (from up to 30 feet away) and the image appears. Typical images include a beholder lashing out with his eye rays, a medusa or an obvious vampire.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *programmed image*; *Market Price:* 16,200 gp.

Helmet of Heroism: The wearer of this helmet gains a +1 competence bonus to attacks, saving throws, ability checks and skill checks.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, spellcaster level 9th+; *Market Price:* 6,000 gp.

Illusionary Mail: This is not actually a suit of armor but a cloak that creates an illusion of a suit of armor. While it has no actual effect on combat, it could serve to convince an opponent not to attack, or to deceive a viewer concerning the wearer's class.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *minor image*; *Market Price:* 1,000 gp.

Lamp of Vermin Removal: This lantern produces normal light when lit. It also kills all vermin with less than 2 HD within 30 feet, except for those magically created or conjured. The vermin must make a Fortitude save at DC 14 to avoid death. Created or conjured vermin remain at least 30 feet from the lantern, but it does not otherwise harm them.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *repel vermin*; *Market Price:* 56,000 gp.

Lyre of the Liar: A character playing the *lyre of the liar* (sometimes referred to as the *liar's lyre*) gains a +2 bonus to Performance checks when using the instrument. The possessor also gains +2 to Bluff checks when lying.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Items, *nondetection*, creator must have 5 or more ranks in Bluff; *Market Price:* 900 gp.

Mosia's Rings: These attractive gold rings come in pairs. They are typically made for a specific couple and are sometimes given as gifts by the wealthy. Whenever one wearer is dying, he is *teleported* to the presence of the other. The dying character appears within sight up to 30 feet away and the other character is instantly aware when he arrives, even if sleeping. (Rumors of a rarer version that *teleports* the other ring's wearer to the location of the dying character remain unconfirmed.)

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *contingency*, *teleport*; *Market Price:* 144,000 gp per pair.

Risk's Dice: A pair of these dice gives the owner a +2 luck bonus to Reflex saves and all Balance, Tumble and Escape Artist checks.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, creator must have access to the Luck domain; *Market Price:* 1,240 gp.

Shantuk Skull: The Shantuk people were a mythical race of humans that, according to the Reanaarians, learned to cheat death. The myth probably refers to the ancient Dejy of the Khydoban, whose expertise in preserving the dead left their corpses extremely life-like. These magical skulls might be mounted on a rod, attached to a chain and worn at the waist, or simply held in the hand. The wearer (or holder) gains a +3 resistance bonus to all saves against Necromancy spells.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item; *Market Price:* 2,250 gp.

Silent Hammer: This useful tool makes no sound when it strikes.

Caster Level: 4th; *Prerequisites:* Craft Wondrous Item, *silence*; *Market Price:* 2,000 gp.

Silver Cup and Plate: A short-lived, paranoid Fhokki warlord owned this set of magical tableware. The cup removes all poison from beverages drunk from it, and the plate does the same for food served from it. Ironically, he was killed by a poisoned dagger.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *neutralize poison*; *Market Price:* 56,000 gp.

Suit of Grace: This performer's outfit gives its wearer a +4 competence bonus to Perform checks when dancing. In combat, it provides the wearer with a +4 *haste* bonus to Armor Class when she uses the total defense option.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *haste*; *Market Price:* 30,000 gp.

Symbol of Piety: This holy symbol is useful to followers of the god it represents. Dedicated tithe-paying followers that brandish it to ward off harm (usually requiring one hand and a standard action) gain a +1 sacred or profane bonus to all saves for the next minute. The symbol of a good deity grants a sacred bonus, an evil deity's symbol grants a profane bonus. The symbols of neutral deities can grant neither.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *consecrate*; *Market Price:* 250 gp.

Vestment of Purity: The wearer of these specially blessed and enchanted robes unique to her faith gains a +4 enhancement bonus to checks to turn/rebuke undead. Each vestment applies only to clerics of a specific god. Clerics of other gods gain no bonus, and clerics of specifically opposed deities suffer a –4 penalty to all turn/rebuke checks.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, creator must be able to turn/rebuke undead; *Market Price:* 24,000 gp.

Yatak Robe: This garment of the deep desert provides mundane protection from the sun and sand. The wearer makes all Wilderness Lore checks made while in the desert with a +4 enhancement bonus. The robe also provides a +2 armor bonus to AC and +2 to Fortitude saves to resist hunger, thirst and exhaustion.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, creator must have 5+ ranks in Wilderness Lore, *mage armor*, *resistance*; *Market Price:* 5,320 gp.

Zoan Pipes: These musical reed instruments produce shrill, delicate sounds that are favored by halflings. The enchanted version of these small pipes produces a pleasant, slightly hypnotic effect that gives a -2 circumstance modifier to the Will saves of all listeners within 30 feet. There is no save to resist the pipes, although spell resistance does apply.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *bestow curse*; *Market Price:* 9,000 gp.

CURSED ITEMS

Cursed magical items are an epidemic on Tellene. Evil gods, mortals driven by lust for power and wicked fiends create items that tempt characters to use them, only to discover that their drawbacks outweigh any value the item might offer. Often, these drawbacks prove fatal for the user.

Bear Claw Necklace: This attractive necklace made of bear claws, a common trade item among the Torakki folk, appears innocuous. When its wearer enters combat, however, she is filled with rage and becomes a primeval, reckless savage. She drops all weapons and shield and attacks with tooth and nail. Monks who wear it lose the benefits of their martial training and must use their base attack bonus instead of their unarmed combat bonus. Worse, the monk loses her increased damage, inflicting only normal barehanded damage. The character attacks until she dies, she kills at least one opponent, or no other creatures are within sight.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *Emotion: rage*; *Market Price:* 28,000 gp.

Belt of Ogre Intelligence: This beaten piece of leather causes the wearer to lose 2d6 points of Intelligence when it is worn. If the wearer makes a Will save (DC 16), the loss is temporary and he can remove the belt when his Intelligence returns. A *remove curse* allows the wearer to remove the belt and restores the lost Intelligence immediately, regardless of the success of the saving throw.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *feeblemind*; *Market Price:* 45,000 gp.

Chain Shirt of Sinking: When immersed in water, this suit of armor gives its wearer a -20 circumstance modifier to her Swim checks. The chain shirt provides a +2 enhancement bonus to AC when the wearer is on land. When fully submerged in water, however, the bonus becomes -2. A *remove curse* spell allows the wearer to remove the item.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *enlarge*; *Market Price:* 18,000 gp.

Slen's Breath: This hooded cloak appears to be a comfortable fur garment. When first put on, its wearer suffers 10d6 points of cold damage, then continues to take 1d6 points of cold damage each round. When the damage proves fatal, she exhales a breath of frosty air, then freezes into a rigid corpse.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *cone of cold*; *Market Price:* 21,000 gp.

Helm of Soul Stealing: The helmet turns the wearer into a superb fighter at the expense of her personality. The wearer gains +2 enhancement bonus to Strength, Dexterity and Constitution. She gains the feats Cleave and Combat Reflexes, as well as a +1 morale bonus to attacks. Each time the wearer enters combat, she must make a Will save or permanently lose one point of Charisma. The initial save is DC 18, and with each subsequent save the DC increases by 1. This reduction in Charisma continues until the character reaches 0 Charisma.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *bestow curse*, *Lerasonul's transformation*; *Market Price:* 36,000 gp.

Mirror of Vanity: This deceptive mirror acts as a scrying device, exactly as a *crystal ball* with *see invisibility*. When used, however, its user must make a Will save at DC 17 or suffer a permanent 1-point Charisma loss. Each time the mirror is used, the save DC increases by 1. When her Charisma reaches 0, she collapses with her face against it in a coma-like state. The original mirror of vanity was the focal point of a folk tale centered around a Brandobian princess in what is now Pekal.

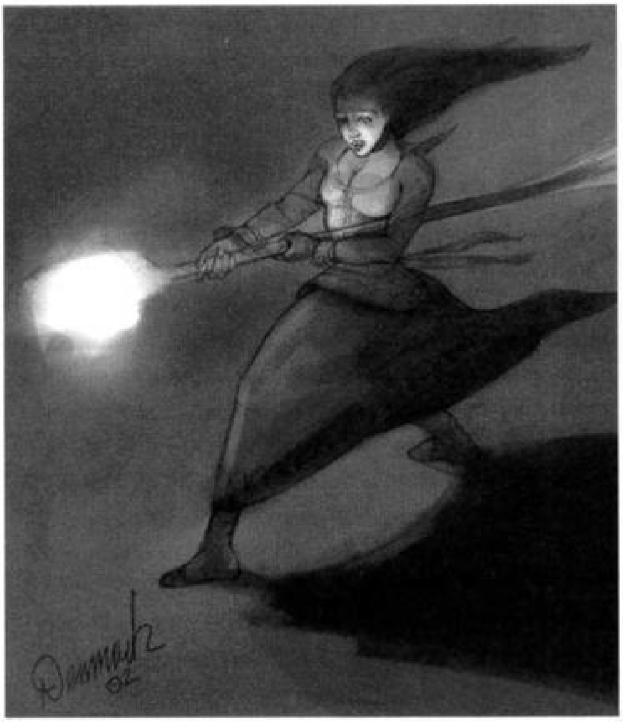
Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *dominate*, *bestow curse*; *Market Price:* 44,000 gp.

MINOR ARTIFACTS

Mizraith's Maelstrom: This staff of great power is named after its most famed user, not its creator. Mizraith of Cosdol used its powers to brutal effect against his enemies. Once activated by a command word, the rod emits a *fireball* each round in a random direction to maximum range (or until it strikes a target). The *fireball* travels from the head of the staff parallel to the ground, so if the owner stands and holds it, she might be within its line of fire. Each *fireball* has a 10% chance to function as if enhanced by the metamagic feat Enlarge Spell. Each also has a 10% chance of being of being maximized. A given *fireball* may be both enlarged and maximized.

The *Maelstrom* continues to shoot *fireballs* until a second command word is given.

Caster Level: 19th; *Weight:* 5 lbs.



Mizraith's Maelstrom in action.

Ummer Horn: The ummer is a large, belligerent goat that lives on the rocky slopes of the P'Rorul Peaks. Its horn appears in the form of orcish drinking vessels, units of trade and blaring musical instruments. The magical ummer horn takes the form of the latter.

The echoing blasts of the ummer horn sound to a range of one mile if blown outdoors. All creatures within 300 feet must make a Will save (DC 16) or be driven into a battle frenzy, attacking enemies first and then each other when all enemies are dead. Creatures affected by this blood-lust attack with a +2 morale bonus to attack and damage rolls. The frenzy lasts for one hour, after which affected creatures become exhausted. Orcish warlords typically sound a blast before battle and order their followers not to resist the magic.

Caster Level: 18th; *Weight:* 7 lbs.

MAJOR ARTIFACTS

Crown of Miznoh: The tales of Miznoh's conquest of Svimohzia are well known among even the most casual historians. But few commoners on the island know about Miznoh's talent for administration. They know him as the warrior-king, the Slayer of Serpents and the Conqueror of Men. Miznoh's successful rise to power overshadows the death of two dragons and the virtual disappearance of orcs and trolls from the region for over two hundred years.

Miznoh's initially good relationship with the dwarves of the Tanezh Mountains reached its peak when the dwarves gave him a crown of fantastic might. They gave him the crown in return for his promise to help them defend against their hated ancestral enemies, the Kargi hobgoblins to the southwest of their mountain homes. Instead, he took the crown and used it to help him dominate the human tribes to the east and promptly exiled the dwarves and shuttled gnomes into squalid villages. In the later years of his successful rule, Miznoh became complacent and allowed his own personal security to lapse. Finally, he was struck down at the hands of assassins who some speculate were sent by a faction of bitter dwarves. His crown disappeared but never returned to hands of the dwarves, a fact that dwarves cite as evidence of their innocence in the matter.

His son Suzar found himself a king without a crown but now in charge of a vast kingdom. He commissioned a new one (now called the Mashira Crown) at high price from the dwarves to demonstrate his sincerity in asking them to return to the kingdom. Thereafter his family showered the riches of Svimohzia upon the dwarves to make up for his father's treachery and to keep the trading relationship with the dwarves flowing smoothly.

The Crown of Miznoh is mentioned in a ship's manifest leaving Zha-Nehzmish after Ahznomahn gained its independence, although the crown apparently never arrived at Zoa, the ship's final destination. It has since been seen on the mainland thrice and back on Svimohzia once, the last appearance only 50 years ago in the hands of a gnomish sage in the north.

The Crown is made of gold, with six different precious stones (ruby, sapphire, diamond, emerald, jacinth and opal), each arising from the crown at a point. Stilted images show the king at different stage of his life (including his death, in a prophetic design by the Crown's creator). Some tellings of the legend say that Miznoh killed the maker for his audacity, but the stories conflict. The Crown bears a velvet lining to provide a pleasant and comfortable fit. The Crown has six primary powers, each associated with a different gem. In all cases, caster level is 20th.

Ruby: In pre-Meznam Zazahni, the ruby represented royalty and nobility. Once per day, the crown allows its wearer to *dominate person*. This spell-like ability is invoked as a free action (treat it as a quickened *dominate person*). When the wearer uses this ability, the ruby flares, providing a red light in a 10-foot radius for one minute.

Sapphire: The Crown gives its wearer spell resistance 18. When it resists a spell, the sapphire flares, providing a deep blue light in a 10-foot radius for one minute.

Diamond: The Crown gives its wearer *true seeing* three times per day. When the wearer activates this effect, the diamond sparkles brightly, providing a clear white light in a 10-foot radius for one minute.

Emerald: Once per day, the emerald provides the crown's wearer with *freedom of movement*. When this power is invoked, the emerald spreads a rich green light in a 10-foot radius for one minute.

Jacinth: Once per day, the wearer can invoke *invisibility purge*. This power causes the jacinth to radiate a warm yellow glow in a 10-foot radius for one minute.

Opal: As long as it is worn, the Crown gives its wearer immunity to the spells *charm person, ray of enfeeblement, flame arrow* and *vampiric touch*. Treat this as *spell immunity* with unlimited duration. When a spellcaster casts one of these spells at the wearer, the opal emits a soft yellow glow, providing light in a 10-foot radius for one minute.

A character that possesses the Crown usually feels confident and energetic. Whenever the character has the opportunity to pursue a long-term goal, she must make a Will save at DC 20 or pursue the goal, regardless of hazardous effects or repercussions. The DM should restrict the Crown's control of the character in this way to a single major goal of the character.

The Crown of Miznoh cannot be broken by anyone other than Miznoh himself. Since he is long dead that might present a problem to those who would seek to destroy it.

The Book of Souls: This ancient tome was originally an attempt by a necromancer to record the identity of unknown dead with whom she spoke. It grew in both scope and content until the list of names grew so long that inscribing it even in the massive book required magical enhancement. It is now a ragged, worn manual of about 800 pages with grayed wooden covers (originally black). Its binding is bronze, as is the broken lock that hangs uselessly from the straps that close it.

The Book gives characters using it a +2 circumstance bonus to all Knowledge skill checks if the topic includes death or a dead race, a past culture or a lost city (but not an individual).

The Book's owner can read aloud a name in the Book to summon that dead individual. That individual appears as a ghost. The person summoning the ghost does not directly command it, but the summoner can give the ghost orders as per a *geas/quest* spell, and the undead must obey. Summoning the dead is debilitating and inflicts the summoner with 1d4 points of temporary Constitution damage.

If a reader looks for a random person, use the following tables to describe that individual:

D20 DIE ROLL	CLASS
1-7	Commoner
8-13	Expert
14-15	Adept
16-19	Warrior
20	Player Character class

D20 DIE ROLL	LEVEL
1-4	1
5-8	2
9-11	3
12-13	4
14-15	5
16-17	6
18-19	7
20	3d6+2

Anyone who casts *speak with dead* on the Book of Souls is assaulted by a cacophony of responses from dead creatures. The spellcaster must make a Will save (DC 18) or be *confused*. After recovering from the confusion, the spellcaster may question a single soul from the congregation that responded about what it knew in life. Answers from random names tend to be useless, however.

Anyone who uses the Book to summon a creature has his name added to the list upon his own death. If the Book lists a given character's name, that character cannot be brought back from the dead by *raising, resurrection, true resurrection* or even *miracle*.

Summoning all of the millions of souls contained within it is said to destroy the Book of Souls.

Appendices

REFERENCES

The following game information was originally published in the following sources:

DEFENDERS OF THE FAITH

Domains — Beastmaster, Celerity, Community, Creation, Divination, Domination, Exorcism, Glory, Inquisition, Madness, Mind, Mysticism, Pestilence, Summoning.

Spells — Aspect of the Deity, Bear's Heart, Beast Mask, Bolt of Glory, Bolts of Bedevilment, Brain Spider, Crown of Glory, Curse of Lycanthropy, Genesis, Greater Aspect of the Deity, Lesser Aspect of the Deity, Lesser Telepathic Bond, Maddening Scream, Monstrous Thrall, Otyugh Swarm, Plague of Rats, Probe Thoughts, Rage, Scourge, Touch of Madness, True Creation, True Domination, Unbinding, Weapon of the Deity.

FORGOTTEN REALMS

Domains — Cavern, Charm, Craft, Darkness, Elf (used as Moon: Diadolai), Family, Fate, Hatred, Illusion, Mentalism, Metal, Moon (used as Moon: Pelselond), Nobility, Ocean, Planning, Portal, Renewal, Retribution, Rune, Scalykind, Slime, Spell, Spider, Storm, Suffering, Time, Trade, Tyranny, Undeath.

Spells — Analyze Portal, Anyspell, Armor of Darkness, Blacklight, Darkbolt, Eagle's Splendor, Fantastic Machine, Gembomb, Greater Anyspell, Greater Fantastic Machine, Maelstrom, Moonbeam, Moon Blade, Moonfire, Moon Path, Spider Curse, Spider Shapes, Stone Spiders, Waterspout.

SONG AND SILENCE

Skills — Craft (poisonmaking)

Feats — Arterial Strike, Expert Tactician, Pyro

MASTERS OF THE WILD

Feats — Resist Disease, Resist Poison

SWORD AND FIST

Feats — Expert Tactician

PLAYER'S HANDBOOK

Game Rule Information — Dwarves, Elves, Gnomes, Half-elves, Halflings, Half-orcs, Aging, Height and Weight

OFFICIAL D&D WEBSITE (www.wizards.com/dnd)

Feat index

Spell index

GLOSSARY

Adaran — Halfling name for the Knight of the Gods
Adda — Dwarven name for The Great Huntress
Adrabrintariel — Low Elven name for The Pure One
Adraladdlaen — Low Elven name for the Holy Mother
Adrededar — Low Elven name for The Guardian
Adrenannon — Low Elven name for The Corruptor
Adrupan — An herbal mixture that weakens the drinker
Adurek — Dwarven term for hill dwarves
Akdren-Ulkromar — Hobgoblin name for The Laugher
Alabriria — Low Elven name for Powermaster
Alaki — A Reanaarian wizard who briefly seized control of Geanavue
Albabrilia — Low Elven name for The Great Huntress
Albantar — Low Elven name for the Rotlord
Albereclya — Low Elven name for The Landlord
Alliance merchant — A prestige class for members of the Golden Alliance
Alvear — Halfling name for the Rotlord
Amberhairs — Another name for golden halflings
Amities — Canon of The Peacemaker
Animal Empathy [General Feat] — Allows the player to use sense motive on animals
Antimage [General Feat] — Increases the ability to disrupt spells cast by others
Aralarai — The Low Elven term for wood elves
Arterial Strike [General Feat] — Allows player to target large blood vessels with sneak attacks
Artificer [Item Creation Feat] — Allows faster item creation
Artistic Crafter [General Feat] — Player gains the ability to "take 20" on a craft skill
Ashaboran Renoraz — An Ashoshani parliament member and Alliance merchant
A Thousand Doubts — Channeled ability that penalizes opponents' initiative
Awareness [General Feat] — Makes sneak attacks on the character more difficult
Azravan — The Halfling term for golden halflings
Azsul — A dwarven sage from the earliest meeting of men and dwarves
Azurtal — A city of deep gnomes known for its high towers and powerful wizard's guild
Azurtallan Salve — An alchemical mixture that makes the user's hands sticky
Azzabrak-Kathal — Hobgoblin name for the Rotlord
Baktar — Halfling name for The Coddler
Balance, The — Canon of the Riftmaster
Ball arrow — An arrow with a round ball rather than a pointed tip
Banadar — Low Elven name for Raconteur
Barag — Orcish name for the Holy Mother
Barrier — Channeled ability that protects the cleric by providing elemental resistance
Baruta — A former gladiator who has built a reputation training new combatants in Bet Kalamar
Basiran dancer — A highly disciplined character class
Baxeeri — Gnomish name for the Harvester of Souls
Bazaar Veteran [General Feat] — Bonus to appraise checks
Bear claw — A small mace used by gnomes and halflings
Beguile — Channeled ability that makes it difficult for opponents to take action
Benlarr — Dwarven name for the Prince of Terror
Beraclya — Low Elven name for The Dark One
Beraendar — Low Elven name for The Flaymaster
Berereldar — Low Elven name for the Knight of the Gods
Bill knife — A billhook-shaped dagger
Birah — Halfling name for Raconteur
Bird arrow — A swift arrow primarily used against flying creatures
Birin — Halfling name for the Eternal Lantern
Blackleaf — An alchemical mixture that kills plants
Black Plague, The — A disease that is common in urban areas that have poor sanitation and a large vermin population
Blanket of Darkness — Channeled ability that reduces the effectiveness of both magical and non-magical lights
Blessed [General Feat] — +4 bonus to Will saves
Blessings of the Land — Canon of The Raiser
Blind Shot [General Feat] — Player can shoot at things unseen
Blue Death, The — A rare disease that is found in arctic and subarctic regions, mostly in the lands of Torakk, the Jorakk Mountains and the Dashahn Mountains. It is passed through contact with infected water and not by physical contact with one afflicted
Boerin — Halfling name for The Riftmaster
Bok — Orcish name for the Lord of Silver Linings
Bolg — Orcish name for the Creator of Strife
Bolomo — An alchemical solvent
Book of Endless Night — Canon of The Dark One
Born of the Cradle [General Feat] — Increases ability with sense motive and innuendo
Born to the Saddle [General Feat] — Increases ability with riding skill and betters armor class while mounted
Bounty hunter — A prestige class for those who bring fugitives to justice (or at least to law enforcement)
Breath Taker — Another name for the poison known as zeakue
Brigand — A character class that combines brute force, stealth and intimidation
Brigandine armor — A type of armor made of sturdy metal plates between strips of leather
Bugar — Orcish name for The Old Man
Bugdush — Orcish name for Emperor of Scorn
Bushnak — Orcish name for The Bear
Calamassi — Low Elven name for the Speaker of the Word
Calereria — Low Elven name for Emperor of Scorn
Call to Arms — Channeled ability that can cause a cleric's opponents to attack each other
Carrobredanten — Low Elven name for the Mother of the Elements
Catastrophes — Canon of the Creator of Strife
Cat Burglar [General Feat] — Increases balance and climb skills
Celestial health potion — A popular herbal disease remedy
Chadoka — An ancient deep gnome city built on multiple levels
Champion of the Faith [General Feat] — Increases spellcraft and scry checks involving enemies of your faith
Chances — Canon of Risk
Channel Positive Energy [Cleric Feat] — Character can channel positive (or negative) energy for other purposes than turning undead
Chaos Reigns — Channeled ability that confuses a target
Child of the Earth [General Feat] — Player gains bonus to all saving throws
Cho — A large Dejy tribe that lives along the Banader River valley
Chopper — A short machete
Chokevine milk — A poison found in the Eb'Sareb Swamp
Circle of Friends [General Feat] — Player gains bonus to gather information and intimidate in certain circumstances
Cluo — A Svimohz wizard who imprisoned a powerful vampire lord
Commanding Presence [General Feat] — Player gains a gaze attack that inspires fear in opponents

Contabesi — Low Elven name for The Old Man
Cord armor — A type of armor made from specially prepared vines or ropes
Cornerstone — Channeled ability that gives you an additional feat temporarily
Covral Thorn — A Brolenese pirate, slaver and meager wizard
Cozer — Gnomish name for The Coddler
Creation — Canon of Raconteur
Critical Spell Strike [General Feat] — Increases DC saves on touch attacks where a critical hit is rolled
Curaxa — An alchemical corrosive
Dalgul — Gnomish term for rock gnomes
Dancing Death, The — An uncommon disease found almost exclusively in the Brandobian lands. It can be contracted by exposure to someone afflicted in either stage one or two
Darabentariel — Low Elven name for The Mule
Dari — Halfling name for The Raiser
Dark elf — A treacherous subrace of elf, considered an abomination by the other elven subraces
Darkened Sky — Channeled ability that summons dark thunderclouds
Dataris the Chain Master — A former Tokite slave that became a famous Gladiator
Dazulghaz-Vakh — Hobgoblin name for The Landlord
Deep gnomes — A sullen and withdrawn subrace of gnome that dwells deep beneath the surface
Defohy — A Dejy tribe of Paru'Bor and sometimes Ek'Gakel
Denfort — Gnomish name for Eye Opener
Devamaeriel — Low Elven name for The Shimmering One
Dharkar the Golden — A dwarven wizard known for his life-like stone golems
Divine Arrow — Channeled ability that awards the cleric a bonus to ranged attacks
Dohas — Gnomish name for The Storm Lord
Doisin — Dwarven name for Raconteur
Dolkagh-Naz-Kelgar — Hobgoblin name for The Raiser
Domaadrik-Kanar — Hobgoblin name for the Harvester of Souls
Dorama — A Kalamaran duchess from the Time of Misfortune
Dorn Shemmal — A lich and pirate, Captain of the sea Galleon Abyss
Doulathan — Low Elven term for gray elves
Dragon Blood [General Feat] — Player gains the ability to detect magic by touch if a successful check is made
Dragonhide — A tough coating for wooden items
Drow — Low Elven term for dark elves
Dueling sword — An ancient dwarven weapon with a single cutting edge and rounded tip
Durvolk — Dwarven term for stone dwarves
Dusur — Dwarven name for the Harvester of Souls
Dwarven Rebel — Any of several malcontents that refuse to recognize Kalamaran sovereignty over their traditional lands
Earsplitter — An herbal mixture capable of causing deafness
Ebaenderiel — Low Elven name for The Founder
Efelmane — A subtle, numbing poison favored by assassins
Eidetic Memory [General Feat] — Player gains advantage when making an information recall check
Elemental Adept [General Feat] — Increases DC on spells the player casts using that element
Eleria — Low Elven name for The True
Elobreria — Low Elven name for Eye Opener
Elossi — Low Elven name for the Prince of Terror
Elven warder — A champion of the elven people
Emmuk — A Slennish outcast and famed alchemist
Enaryn — Low Elven name for the Fate Scribe
Endless Decay — Canon of The Confuser of Ways
Endless Journey, The — Canon of The Traveler
Enedeteriel — Low Elven name for The Overlord
Enhance Familiar Feat: Fast [General Feat] — Increases a movement mode of the player's familiar
Enhance Familiar Feat: Fly [General Feat] — Player's familiar gains the ability to fly at its base movement rate with poor maneuverability
Enhance Familiar Feat: Greater Spell Resistance [General Feat] — Increases familiar's spell resistance
Enhance Familiar Feat: Jump [General Feat] — Player's familiar gains the ability to jump twice its normal distance
Enhance Familiar Feat: Speak [General Feat] — Player's familiar gains the ability to speak using all the languages that the master can speak
Enhance Familiar Feat: Smart [General Feat] — Increases the intelligence of a familiar
Enhance Familiar Feat: Toughskin [General Feat] — Increases a familiar's natural armor
Enlightenment — Canon of The Mule
Envelop the Wall [Metamagic Feat] — Allows spells to better overcome spell resistance
Epiphany — Channeled ability that allows the cleric to take 20 on any intelligence-based skill check
Eraurk — Orcish name for The Riftmaster
Every Cloud — Canon of the Lord of Silver Linings
Exotic Steed [General Feat] — Player gains a bonus to ride and handle animal checks when the mount is other than a horse, donkey, pony or riding dog
Expert Tactician [General Feat] — Allows one extra attack in certain circumstances
Expert Timing [General Feat] — Allows the player to hold an action without losing their initiative
Explorer [General Feat] — Player gains a bonus to wilderness lore and knowledge, nature checks
Eyes of Fury [General Feat] — Gaze attack which causes opponents to be shaken for that round (save applies)
Fable Weaver [General Feat] — Player gains bonus with perform when telling stories
Faotissun — A famed half-elf wizard adventurer
Faranna — Low Elven name for The Storm Lord
Fast Healer [General Feat] — Increases healing rate
Fate's Mercy — Channeled ability that gives the cleric's allies bonuses
Fearless [General Feat] — Player is less easily panicked, frightened or shaken
Fearsome Appearance [General Feat] — Opponents less likely to make attacks of opportunity against the player
Feim — Gnomish name for The Confuser of Ways
Ferran — Gnomish name for the Mother of the Elements
Fey Blood [General Feat] — Human character has low light vision
Final Breath [General Feat] — Allows the dying character to make an attack of opportunity
Final Word — Canon of the Harvester of Souls
Finding the Secrets [General Feat] — Player gains the ability to score critical hits upon a creature normally immune to critical hits
First Strength, The — Channeled ability that increases the cleric's allies strength checks for an hour
Fists of Steel [General Feat] — Player gains the ability to inflict normal damage while unarmed without -4 penalty
Foimak — Dwarven name for the Fate Scribe
Foirin — Gnomish name for The Overlord
Follower — A dedicated believer in one god's supremacy over the others.
Folnester — A cruel Brandobian invoker

Forest gnomes — A forest-dwelling subrace of gnome

Fortunes, The — Canon of the Fate Scribe

Fruit of the Vine — Channeled ability that cuases creatures within an area to become slightly intoxicated

Fulan — Halfling name for The Shimmering One

Fuleta — Halfling name for The Landlord

Fulmaran — The Gnomish term for forest gnomes

Fundamentals — Canon of the Mother of the Elements

Fuoro — Dwarven name for the Locust Lord

Galirem — Low Elven name for The Confuser of Ways

Gamatara — An exotic herbal concoction that slows thinking and perception

Ganakh — Senior general of Ashakulagh

Gank — Orcish name for the Eternal Lantern

Ganlinaraz-Krok — Hobgoblin name for The Riftmaster

Ganor-Thana-Kurrug — Hobgoblin name for The Corruptor

Gardonn — Gnomish name for the Prince of Terror

Gavedever — Low Elven name for The Raiser

Geflen — Halfling name for the Locust Lord

Gelemak Sotar — A Tokite naval hero in the war against Pekal

Gemila — Dwarven name for The Traveler

General Narveld — One of the authors of the Way of Strategy

Gharr — An outcast of the village Bhorr's Bend who developed the Rotting Flesh Disease of Gharr (Lands of Mystery pg 33)

Gift of Passion, The — Canon of The Laugher

Gilli — Dwarven name for The Coddler

Gisila — Dwarven name for The Landlord

Gladiator — A character class defined by skilled combatants who like to put on a show

Glib Tongue [General Feat] — Player gains a bonus to bluff and diplomacy checks that involve speaking

Gloinum — Dwarven name for Risk

Gloran — Dwarven name for the Creator of Strife

Gnomish mace — A small mace often used by gnomes

Goblin Pox — A disease found in areas with a high goblin population, transmitted by air

Golem master — A prestige class for creators of constructs

Golmel — Gnomish name for Emperor of Scorn

Gonwen — Halfling name for The Dark One

Gordal — Dwarven name for Emperor of Scorn

Gorgeous [General Feat] — Bonus to charisma when determining effects of appearance

Gorrand-Krotak — Hobgoblin name for the Lord of Silver Linings

Grace of the Rose — Channeled ability that allows for a save if confused or dazed

Graemond — Gnomish name for The Founder

Gramlek — Dwarven name for The Mule

Grarg — Orcish name for the Battle Rager

Gray elf — The rarest subrace of elf

Graz-Vagh — Hobgoblin name for The True

Greatsalt — An alchemical mixture that negates acid

Grebok-Krokramar — Hobgoblin name for The Overlord

Greed of Misers — Channeled ability that penalizes the targets' wisdom scores

Green ape musk — A poison from the Obakasek Jungle

Greznar-Tukro-Kuul — Hobgoblin name for The Watcher

Gridash — Orcish name for The Dark One

Grik — Orcish name for The Coddler

Grinok — Orcish name for The Guardian

Grodish — Orcish name for The Flaymaster

Grolg — Orcish name for The Laugher

Grondvar-Brogguk — Hobgoblin name for the Fate Scribe

Groshnak — Orcish name for the Fate Scribe

Grozar-Tuka — Hobgoblin name for Raconteur

Grozer — Gnomish name for The Raiser

Grurg — Orcish name for The Vicelord

Guardian [General Feat] — Player gains the ability to protect others with the shield, player loses shield's bonus for that round

Guldarr-Thorbrog — Hobgoblin name for The Seller of Souls

Gulmab-Thrakkro — Hobgoblin name for the Holy Mother

Gulrath — Gnomish name for the Locust Lord

Gung — Orcish name for The Confuser of Ways

Guralk — Dwarven name for The Confuser of Ways

Guruk-vra — The Orcish term for half-orc

Haagul-Naz — Hobgoblin name for the Prince of Terror

Hag's curse — An herbal mixture capable of blinding the drinker

Halamaegyn — Low Elven name for the Battle Rager

Halit — Gnomish name for The Riftmaster

Halobrendar — Low Elven name for The Riftmaster

Hammer and Anvil [General Feat] — Allows two players with this feat to gain advantages when in combat

Hardiness [General Feat] — Player gains bonus to Fortitude saves to resist poison

Harmaan the Protector — A gnoll shaman of the Elos Desert

Hasan — A Dejy slaver that captures his victims from lost caravans

Hasheri — A tribe of Dejy in the Elos. They are traders, craftsmen and merchants.

Herkka-Magazh — Hobgoblin name for The Founder

High elf — The standard and most common type of elf

Highland dwarf — Another name for mountain dwarf

Hildal — Dwarven name for The Founder

Hilg — Orcish name for the Prince of Terror

Hill dwarf — The standard and most common type of dwarf

Hogor — Orcish name for The Traveler

The Home — Canon of The Holy Mother

Hurra — A Slennish native that predated that nation's founding

Ill Chance — Channeled ability that penalizes an opponent's attack

Ill Wind — Canon of The Unseen One

Immovability [General Feat] — Player gains bonus when defending against a trip or overrun maneuver

Imprisonment — Channeled ability that holds enemies as if bound

Improve Cover [General Feat] — Player gains one level of coverage when behind some form of cover

Improved Subdual [General Feat] — Player avoids the penalty when seeking to inflict subdual damage

Indescribable Horrors — Canon of the Prince of Terror

Infiltrator — A character class that combines stealth and woodcraft

Inheritance [General Feat] — Player gains 200 gp value at character creation

Innocent Pleasures — Canon of The Vicelord

Inon Torist, Captain — Head of Mendarn's Royal Marine Academy

Instant Stand [General Feat] — Player gains the ability to stand as a free action

Iron Touch of Kruk-Ma-Kali [General Feat] — Critical damage inflicted on a character is reduced by 1 factor

Irrepressible Freedom — Channeled ability that knocks open manacles and doors within a 30 ft. radius about the clreic

Irresistable Spell [Metamagic Feat] — Spells that normally allow a saving throw no longer do so

Islander [General Feat] — Player gains a bonus to swim and profession, sailor skill checks

Jasselan — Elven thief and smuggler exiled from Doulathanorian

Javaeclya — Low Elven name for the Eternal Lantern

Jeday — Gnomish name for The Guardian

Jennaentariel — Low Elven name for The Laugher

Judgment — Canon of The True

Jyktos — A Dejy tribe along the Reanaarian Bay

K'Miwi sap — A potent poison from northern swamps

Kabori — The current Emperor of Kalamar

Kaepran — Halfling name for Risk

Kaerast — Gnomish name for the Lord of Silver Linings

Kakado — A reclusive tribe of Dejy that lives primarily north of the Jenshyta River

Kakkel-Gazh — Hobgoblin name for The Traveler

Kalborn — Gnomish name for The Traveler

Kaldabran death fog — A poisonous concoction of the Brolenese

Katha-Gulmakkel — Hobgoblin name for the Mother of the Elements

Kargi — The hobgoblins of Svimohzia or their language

Kartorr — A northern Fhokki clan of huge humans

Kavagon — Halfling name for The Pure One

Kavdela — Halfling name for The Mule

Kelburd — Dwarven name for The Raiser

Kelgul-Nazka-Dol — Hobgoblin name for The Guardian

Kernus — Dwarven name for The Bear

Kerra — Gnomish name for the Creator of Strife

Keystones — Canon of The Founder

Kezek — Dwarven name for The Seller of Souls

Kiss of the Lash — Channeled ability that does subdual damage within a cone of effect

Knock Prone [General Feat] — Player gains the ability to knock down an opponent when striking with a critical hit

Know Your Enemy [General Feal] — Player gains a bonus in combat against a single opponent

Kobold squeeze — A poison from the Arajyd Hills

Kolir — Dwarven name for The Shimmering One

Korrogaz-Melrak — Hobgoblin name for the Locust Lord

Kortak-Tuvaghaz — Hobgoblin name for Emperor of Scorn

Kotesh — Fighter who established the Dofryr Order of the Slayer

Koval — A belligerent Fhokki chieftain who liked his spells big and powerful, also called Koval the Magnificient

Krangi — Continental hobgoblins or their language

Kraxol "Irontooth" Mug — A Kargi hobgoblin that steals human babies from Zazahni

Kuban-Randtak — Hobgoblin name for the Eternal Lantern

Kurgaz-Thal — Hobgoblin name for the Speaker of the Word

Kurtha — Dwarven fighter that operates the Koraki Coalition of Swordmasters school

Laberel — Low Elven name for the Locust Lord

Labyrinth juice — An herbal mixture that causes dizziness

Laeribel — Gnomish name for the Battle Rager

Lalandra — Low Elven name for the Creator of Strife

Lamish berry juice — A common contact poison made from mountain berries

Lamellar — Armor made of metal strips against a backing of leather or cloth

Lanari — Gnomish name for Risk

Landanna — Low Elven name for The Traveler

Landobalaen — Low Elven name for Risk

Lareki — Halfling name for The True

Laripa — Gnomish name for The Flaymaster

Lasterm — Dwarven name for Powermaster

Lathlani — The Low Elven term for "high elf"

Laulla — Gnomish name for Raconteur

Laws of Nature — Canon of The Bear

Leaf blade — A short sword used by elves

Ledger, The — Canon of The Landlord

Ledia — Halfling name for The Laugher

Legacy [General Feat] — Player is more resistant to level dependent spells

Lekimal — Halfling name for Powermaster

Lemeteria Salandre — A Vessel of Man and former cleric of the True

Lerasonul — The most famous graduate of the College of Magic in Bet Rogala

Lessen Nature's Fury — Channeled ability that grants a temporary armor adjustment against attacks from animals, beasts and vermin

Let the Rage Take You — Canon of the Battle Rager

Liberation — Canon of the The Guardian

Lightfeet — The standard and most common type of halfling

Light-Footed [General Feat] — Player gains bonus to moving silently and is more difficult to track

Lightning bottle — A bottle containing a blinding alchemical mixture

Lignar — Dwarven name for the Rotlord

Like Mind [General Feat] — Improves innuendo and sense motive abilities when dealing with another character having this feat

Linguist [General Feat] — Doubles the number of languages that a character may know based on intelligence

Lone Wolf [General Feat] — Player gains bonus when away from any allies

Longings — Canon of The Corrupter

Lothoeloth — Gnomish name for The Vicelord

Lowland dwarf — Another name for hill dwarf

Loyalty's Reward [General Feat] — Player gains the ability to bestow a feat unique to the player's organization or is granted a feat unique to the organization that the player belongs to

Lugad — Dwarven name for The Riftmaster

Luggukagh — Hobgoblin name for Risk

Lulipa — Gnomish name for the Speaker of the Word

Lure of Lust — Channeled ability that penalizes resistance to compulsion effects, only usable by non-good clerics

Lusurk — Dwarven name for the Knight of the Gods

Magical Affility [General Feat] — Player can cast additional 0 level spells per day

Malakbar — An exotic weapon combining aspects of a halberd and a heavy mace, originally designed by hobgoblins

Malakkan — Halfling name for the Battle Rager

Malavla — The largest colony and island in the chain west of Eldor. Malavla produces most of Tellene's cane sugar

Manassi — Low Elven name for The Coddler

Manklim — Dwarven name for the Holy Mother

Mariner — A prestige class for seafarers

Mataparan — An herbal mixture that suppresses the desire for food

Meditate [General Feat] — Player gains a bonus to next melee attack if they meditate for the full round

Melkevia — A huge underground metropolis of deep gnomes

Merfolk musk — An alchemical mixture that deters attack by marine creatures

Methael Spatas — A Prompeldian halfling merchant that trades in human slaves

Mewhi — The Svimohzian culture that first bred the highland dancers.

Mewneha — Cleric in the desert city of Alnarma for the Guardian

Miaza — An illusionist from Dynaj known for her subtle touch

Migmar — Dwarven name for Eye Opener

Milamal — Halfling name for the Lord of Silver Linings

Minakil — Dwarven name for The Vicelord

Mind Like Water — Channeled ability that grants the cleric a bonus to saves against compulsion effects

Mind Like Water [General Feat] — Player gains a bonus to sense motive checks

Miraemos — Gnomish name for The Shimmering One

Mirazi — Gnomish name for the Knight of the Gods

Miser with Magic [Metamagic Feat] — Player may cast spells without losing the spell slot

Misfortune — Channeled ability that penalizes the target's saving throws and skill checks

Miznoh, King — A King from early Svimohzish history, more properly called King Miznoh I

Moimli — Dwarven name for The Guardian

Moizarak — Dwarven name for The Overlord

Mokdar-Marrag — Hobgoblin name for The Storm Lord

Mometh — Halfling name for the Creator of Strife

Mooreta — An alchemical odor that masks smells

Mountain dwarf — An isolated subrace of dwarf that dwells in mountainous areas

Movement Check [General Feat] — Player may stop a running or charging foe with a successful attack of opportunity

Mravroshkha-Khielshor — Hobgoblin name for The Dark One

Mugluck — Cleric of the Conventicle of Affliction, Tribal Chief of the Mundunooguu Tribe of Orcs, in service to the Rot Lord

Mukli-Gurkkagh — Hobgoblin name for The Mule

Mur — A Dejy tribe in the Elos that associates with Norga-Krangrel

Muse — A prestige class for protectors, healers and motivators who seek to inspire works of beauty

Musical Ear [General Feat] — Player gains a perform bonus when playing selected musical instrument

Mythar — Gnomish term for deep gnomes

Nagra-Kel — Hobgoblin name for The Great Huntress

Namieka — Dwarven name for the Lord of Silver Linings

Nanaeclya — Low Elven name for the Lord of Silver Linings

Narokam — Halfling name for The Seller of Souls

Natural Engineer [General Feat] — Player gains a bonus to knowledge (architecture and engineering) and Profession (Engineer)

Natural Mathematician [General Feat] — Player gains a bonus when performing skills using numbers

Natural Swimmer [General Feat] — Player gains a bonus to swim and doubles her ability to hold her breath

Needle bolt — A crossbow bolt designed to deliver poison

Neslipine — A lubricant

New Paths — Canon of The Watcher

Nidorn — Gnomish name for The Mule

Nisakil — Dwarven name for The Peacemaker

Noala — Halfling name for The Storm Lord

Noble Bearing [General Feat] — Player gains a bonus to diplomacy and intimidate checks

Noble Pride [General Feat] — Player gains a bonus against fear attacks

Noisemaker — An explosive alchemical mixture

Noorshar — Halfling name for The Vicelord

Norenn — Gnomish name for The Corruptor

Norok "the Festering"— An orc leader in the Rytarr Woods known for his worship of the Rotlord

Nounad — Halfling name for The Old Man

Numara of Salireta — A Kalamaran wizard famous for her clay golems

Nurzek — A hobgoblin shaman in the Brindonwood

Oathbind — Channeled ability that forces the target to tell the truth

Oblivion — Channeled ability that mimics a full nights sleep in all respects except for spell memorization

Ochre mist — A poison gas created by students in Bet Kasel's College of Alchemy

"Ogre" Gelanar — A strong wrestler from Paru'Bor

One Arrow — Canon of The Great Huntress

Orchidia — An herbal mixture that makes the drinker appear dead

Orc Shingles — A disease found throughout the Young Kingdoms and the Wild Lands usually contracted by direct contact

Order of the Slayer — a group committed to the obliteration of all undead creatures.

Padash — Orcish name for The Mule

Patience [General Feat] — Player gains a bonus to first attack

Patukk-Ro-Tirnog — Hobgoblin name for The Flaymaster

Periva — Halfling name for the Holy Mother

Pig stick — A halfling weapon that deals subdual damage, primarily used to control swine

Pilgrim [General Feat] — Player gains a bonus to saves against enemies of her faith

Plague — Channeled ability that inflicts the disease fen waste

Polyglot [General Feat] — Player gains similar languages with greater ease

Pomawin — Gnomish name for the Fate Scribe

Pony club — A steel-headed hammer used by shorter races when mounted

Porag — Orcish name for Powermaster

Prarbag — Orcish name for Risk

Pridash — Orcish name for The Great Huntress

Praurk — Orcish name for The Landlord

Preserve Life — Channeled ability that increases a cleric's ability to turn or destroy undead

Prudush — Orcish name for the Harvester of Souls

Pruurk — Orcish name for the Speaker of the Word

Punak — Orcish name for the Mother of the Elements

Puol — Orcish name for The Storm Lord

Push [General Feat] — player gains the ability to force opponents back a 5-foot step with a successful strike

Pursuit of Terror — Channeled ability that causes the target(s) to be shaken

Pyro [General Feat] — Player can inflict more damage by flame and the Reflex save to extinguish the flames is more difficult

Quick Dismount [General Feat] — Player can dismount from a horse or other steed as a free action

Radiant Order, The — Canon of the Eternal Lantern

Ragmar — Dwarven name for the Battle Rager

Raithal-Terek — Hobgoblin name for The Shimmering One

Ralek — Halfling name for The Flaymaster

Ram [General Feat] — Player can force her way through opponents more easily

Ranalaessi — Low Elven name for The Watcher

Rapid Ready [General Feat] — Player dons armor in half the normal time

Rasda — Halfling name for The Great Huntress

Rawen — Halfling name for the Harvester of Souls

Regal Bearing [General Feat] — Player gains bonus to diplomacy and intimidate skill checks

Rejection — Channeled ability that causes the target(s) to suffer a penalty on all checks and attack rolls

Rendravan — Halfling name for Emperor of Scorn

Resgad — Dwarven name for the Eternal Lantern

Resim — Halfling name for the Speaker of the Word

Resist Disease [General Feat] — Player gains bonus to Fortitude saves against disease

Resist Poison [General Feat] — Player gains bonus to Fortitude saving throws against a specific poison

Restore the Balance — Channeled ability that acts as an area effect dispel magic

Restorer — A prestige class for hobgoblins dedicated to restoring the fallen empire of Kruk-Ma-Kali

Rilg — Orcish name for The Shimmering One

Rock gnomes — The standard and most common type of gnome

Roirak — Dwarven name for The Pure One

Rondarg-Thallinatt — Hobgoblin name for The Confuser of Ways

Rorg — Orcish name for the Knight of the Gods

Rork — Orcish name for The True

Roth — An eastern clan of Fhokki horsemen that migrates great distances.

Rotting Death, The — A disease that is found among jungle and swamp dwelling populations, rarely flares up in temperate regions during periods of high heat. It travels by contact with infected cloth or still pools of water

Rotting Flesh Disease of Gharr, The — A disease that originated in the village of Bhorr's Bend in the Narrajy Forest. It was developed by Gharr, an outcast of the village.

Rublim — Dwarven name for The Laugher

Rudash — Orcish name for the Rotlord

Rulakan — Son of King Ali and the second ruler of Kalamar

Rurok — The Dwarven term for mountain dwarves

"Ruthless" Jythel — A Dejy buccaneer for Meznamish

Ruwin — Gnomish name for The Dark One

Saadolos — A root that grows on the western shores of Reanaaria bay; the extract is used to make sleep poison used by tax-escorts in Geanavue

Saint Nolano — A saint in the belief of the Halls of the Valiant

Saint Shamur the Golden— A saint that brought the religion of the Shimmering One to the plains to slow the flood of raids from the Wild Lands to a weak trickle

Saint Vitisar — Bet Uralan cleric in the temple of Enchantment that first channeled energy to do other than turn/rebuke undead

Saint Yashamin — A saint that carried the Six Tablets of the Apocalypse to the nomadic tribes of the Elos Desert

Salansa — Gnomish name for The Pure One

Salimak — Dwarven name for The True

Salt basilisk ash — A Dejy poison from the Elos Desert

Samarata — The Basiran style of dance that hides combat techniques and forms

the basis of the Basiran dancer's martial style

Sarmar — A greedy Brolenese slaver and sorcerer

Sartan — Halfling name for Eye Opener

Satum's bane — An insect repellant

Savlan the Senior — A former High Purger (high priest for the Emperor of Scorn) and partial author of that faiths' canon, the Stone Tablets

"Scarlet" Onvlen — A famous gladiator in Pel Brolenon

Scholar [General Feat] — Knowledge skills become class skills and player gains a bonus on three knowledge skills

Scorpion's Sting, The — Channeled ability that poisons creatures within an area that saps strength

Screecher arrow — An arrow designed to emit a high-pitched noise

Sculpted shot — A larger type of special sling bullet

Sealskin salve — An herbal mixture that resists cold and water

Seclusion — Channeled ability that places a creature in an extradimensional room for a short period of time

Second wind — An herbal energizer

Seleeris — The Low Elven term for wild elves

Sendal — Gnomish name for The Great Huntress

Sense Danger [Psionic Feat] — Player can detect the presence of an impending attack within 30 feet

Serabal — Gnomish name for The Old Man

Serit — Gnomish name for the Eternal Lantern

Sesilk — Dwarven name for the Speaker of the Word

Sevar — Halfling name for the Prince of Terror

Sevay — Gnomish name for The Bear

Shackles of Injustice — Channeled ability that uses negative energy to bind an opponent

Shadow elf — Another name for dark elf

Shakkan — Halfling name for The Overlord

Shaman — A character class consisting of tribal folk who worship natural spirits

Shanjen — A Dejy tribe in the Elos. They serve as mercenaries and claim a long warrior tradition.

Shapechanger [General Feat] — Player does not suffer disorientation penalties when changing into certain shapes

Sharokk — A southern clan of Fhokki known for their music and art.

Shasseril — An elven enchantress

Shield Specialization [General Feat] — Player gains a bonus from her skill with a shield

Shock Resistant [General Feat] — Player is not required to make a Fortitude save when taking massive damage

Shrike armor — Special spiked steel armor

Shroud's Embrace — Channeled ability that gives a creature negative levels up to the cleric's wisdom modifier

Sil-karg — The Hobgoblin term for half-hobgoblin (singular and plural forms are the same)

Simay — A Dejy tribe in the Vohven Jungle with a history of hostility toward Svimohzians.

Sisterhood of Arms [General Feat] — Player gains a bonus if multiple attackers have this feat and are attacking the same target as the player

Sittik — A Dejy poison from Lake Adesh

Six Days of Dearth — Channeled ability that causes creatures to suffer the effect of nearly a week of hunger

Skay — a Tharggy spellsinger who liked to attack her enemies from a distance

Skeptic [General Feat] — Player gains a bonus against phantasms

Skill Prodigy [General Feat] — Player may learn cross-class skills as if they were class skills or restricted skills as cross class

Sky's Fury — Canon of the Storm Lord

Slaver — A typically Brolenese prestige class for those who seek to profit from forced labor

Smashing Blow [General Feat] — Player gains a bonus when attacking a weapon or shield

Smotherblend — An alchemical mixture that extinguishes fires

Soft leather armor — Uncured leather armor meant to protect against thorns and insects more than swords

Solin — Dwarven name for The Dark One

Soomatan Rejus — A lizard man chieftain in the Obakasek Jungle

Spell Dodge [General Feat] — player gains a bonus to AC versus ranged touch attacks

Spellsinger — An arcane spellcaster who uses song

Splinter arrow — An arrow designed to inflict painful subdual damage

Sprint [General Feat] — Player speed is faster in combat

Stately Demeanor [General Feat] — Player gains a bonus to Intimidate

Steadfast [General Feat] — Player gains ability to stand in most winds

Stinkvine serum — An alchemical mixture used to rouse sleeping or unconscious victims

Stirnoggul-Brog — Hobgoblin name for The Vicelord

Stonebones [General Feat] — Player gains a natural bonus to armor class

Stone dwarf — A subrace of dwarf that dwells deep underground, rarely making it to the surface

Stone Tablets, The — Canon of the Emperor of Scorn

Strength of Stone — Channeled ability that repairs damaged objects of wood, metal, stone or glass

Strength in Numbers — Channeled ability that grants a bonus to allies of the cleric against fear checks

Subjugation — Canon of The Overlord

Sulreen — Gnomish name for The Laugher

Sunila — Dwarven name for The Watcher

Surik — Dwarven name for The Corruptor

Suzek — Dwarven name for the Mother of the Elements

Swarms — Canon of the Locust Lord

Sweet Pain — Canon of The Flaymaster
Taatiir — The sadistic Reanaarian evoker who tutored the infamous Alaki
Tabor Grimm — Half-orc cleric, founded the Sentinels of Providence
Taglek — Dwarven name for The Storm Lord
Taotan — Halling name for the Fate Scribe
Tarbak — Halfling name for The Corruptor
Targeted Attack [General Feat] — Player has option of causing specific injury instead of critical damage
Tarin — An archmage by 21, now dead for over 100 years
Tart water — A dwarven poison from the Elenon Mountains
Tear knife — An oddly-shaped knife used by halflings
Teelia Nae — Current holder of the Red Key
Tel'lathlan — Low Elven term for half-elves
Temporal Chains — Channeled ability that slightly alters time to cause an initiative penalty
Terenka-Shalik — Hobgoblin name for The Bear
Thagraz-Ranmek-Kro — Hobgoblin name for Powermaster
Thargaz-Tubrog — Hobgoblin name for the Knight of the Gods
Thallak-Shakarz — Hobgoblin name for the Battle Rager
Thassah — Halfling name for The Bear
Thedorus I, King — A renowned Emperor of Kalamar
Thejvan — Dejy wizard
Thimaneo — Gnomish name for the Holy Mother
Thulvar-Tudar-Brog — Hobgoblin name for The Coddler
Thunarrag — Hobgoblin name for The Pure One
Tiger claw arrow — A broad-headed arrow that delivers slashing damage rather than piercing damage
Toa — Gnomish name for The Landlord
Tojela — Halfling name for The Watcher
To Serve — Canon of the Knight of the Gods
Touch of the Muse — Channeled ability that grants a bonus to allies
Touch of Dawn — Channeled ability that produces a light equivalent to a continual flame
Tough as Nails [General Feat] — Player does damage to weapons as the weapons do damage to the player
Tragrim — Dwarven name for The Old Man
Tranquility — Canon of The Coddler
Tranton Vrenlal — A Dalenese native operating a huge shipping fleet in Bet Kalamar and an Alliance merchant
Tread with Resolve — Channeled ability that allows you and up to six allies to ignore terrain penalties
Treibaen — Gnomish name for the Rotlord
Triad, The — Canon of Powermaster
Treslin — Gnomish name for The True
True Beauty — Canon of The Shimmering One
Trusk — A formerly aggressive Fhokki clan that has claimed part of Skarrna and the Rokk Woods
Tukamek-Ultak — Hobgoblin name for The Peacemaker
Tukhar-Renn — Hobgoblin name for Eye Opener
Tullum — A hobgoblin from Burzumagh known as a deadly swordsman with legendary stamina and willingness to cheat in duels.
Unblinking Eye — Channeled ability that grants a +20 bonus to sense motive for the purpose of detecting a lie
Undying [General Feat] — Player may act normally when disabled and is more likely to stabilize when at death's door
Unerring Strike [General Feat] — Player may reduce damage to increase the lieklyhood of striking next attack
Vadash — Orcish name for The Seller of Souls
Vagar — Orcish name for the Locust Lord
Vakkro-Gur-Haad — Hobgoblin name for the Creator of Strife
Valaennon — Low Elven name for The Peacemaker
Valamariel — Low Elven name for The Confuser of Ways
Valandar — Low Elven name for The Seller of Souls
Valanna — Low Elven name for The Bear
Valdi — Halfling name for The Peacemaker
Valg — Orcish name for Raconteur
Varbag — Orcish name for The Peacemaker
Vela — Halfling name for the Mother of the Elements
Vendan — Halfling name for The Founder
Veshemo — the largest of the three moons of Tellene
Vessels of Man — A prestige class for those who believe clerics and gods are bad
Vorhzel Mashen — A Zazahni duke with ambitions of kingship
Vradhka-Khor-Vredhi - Hobgoblin name for The Old Man
Vrak — Orcish name for The Corruptor
Vralg — Orcish name for The Raiser
Vraol — Orcish name for The Overlord
Vrigor — Orcish name for The Watcher
Vrodash — Orcish name for The Pure One
Vroshnak — Orcish name for Eye Opener
Vrudash — Orcish name for The Founder
Wabamel — Gnomish name for The Peacemaker
Warlord — A prestige class for determined conquerors
Waxing Beauty — Channeled ability that grants a temporary charisma bonus to the cleric
Way of Love, The — Canon of The Pure One
Way of Strategy, The — Canon of The Old Man
White ilem blossom — A mild herbal healing mixture
Wiakith — Gnomish name for Powermaster
Wicilat — Gnomish name for The Watcher
Wild elves — A sylvan subrace of elves
Wood elves — A feral subrace of elves
Wooden breastplate — Armor used by druids, who prefer to cast an ironwood spell on it before battle
Word, The — Canon of The Speaker of the Word
Worshipper — A worshipper of a god offers donations or reverence when appealing to that god for favor.
Wraith essence — A mild herbal toxin
Wyleredar — Low Elven name for the Harvester of Souls
Wylobredar — Low Elven name for The Vicelord
Yatak — A small Dejy tribe that lives in the Elos
Yealen Batania — A legendary gray elf that supposedly created mithral and was the original spellsinger
Yumas — Gnomish name for The Seller of Souls
Zaldi — Halfling name for The Guardian
Zashun — A Dejy shaman of the Wild Lands
Zassho — A Svimohzian culture known for shipbuilding and woodworking
Zeakue — A potent but rare poison found in the Vohven Jungle
Zeba Mastera — A Meznam ivory dealer and Alliance merchant
Zegnar — Dwarven name for The Flaymaster

PLACE OF ORIGIN TABLE

BRANDOBIA	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Cosdol									
Almven	1	1 - 38	1 - 39						
Cosolen	2 - 40	39 - 176	40 - 423						
Crandolen	41 - 58	177 - 240	424 - 602						
Dorndern	59 - 61	241 - 250	603 - 629				1 - 12	1 - 483	1 - 40
Napalido	62 - 66	251 - 267	630 - 677						
Napalago Hills		268 - 737		1 - 863	1 - 50	1 - 496			
Odril Hills				864 - 1,733	51 - 99	497 - 928	13 - 203	484 - 766	41 - 377
Rural Thorp	67 - 347	738 - 1,671	678 - 3,425				204 - 341	767 - 2,017	378 - 721
Rural Hamlet	348 - 554	1,672 - 2,385	3,426 - 5,462				342 - 378	2,018 - 2,631	722 - 820
Minor Town	555 - 584	2,386 - 2,472	5,463 - 5,752				379 - 454	2,632 - 2,756	821 - 849
Farmstead	585 - 586	2,473 - 2,475	5,753 - 5,767				455	2,757 - 2,859	850 - 863
Eldor									
Andven	587 - 597								
Brolador Forest		2,476 - 2,654	5,768 - 5,842		100 - 111				
Bronven	598 - 606								
Dalen	607 - 817								
Dralven	818 - 823								
Inolen	824 - 874	2,655	5,843	1,734	112 - 116	929 - 965			
Nordolen	875 - 916								
Premolen	917 - 937								
Randolen	938 - 956								
Ranven	957 - 962								
Unvolen	963 - 984	2,656 - 2,660							
Rural Thorp	985 - 3,797	2,661	5,844 - 5,860	1,735 - 1,749	117 - 118	966			
Rural Hamlet	3,798 - 5,882	2,662	5,861 - 5,862	1,750 - 1,758	118	967 - 969			
Minor Town	5,883 - 6,179	2,663	5,863	1,759 - 1,791	119	970			
Farmstead	6,180 - 6,192	2,664	5,864 - 5,894	1,792 - 1,809	120 - 123	971 - 979			
Elenon Mountains									
Krond Heights							456 - 834	2,860 - 3,004	864 - 1,210
Welpremond Downs	6,193	2,665 - 3,624	5,895 - 6,263	1,810 - 2,861	124 - 3,199				
Rural Thorp									
Rural Hamlet									
Minor Town									
Farmstead									
Lendelwood	6,194 - 6,197	3,625 - 4,585	6,264 - 6,631	2,862 - 3,912	3,200 - 6,275				
Lathlanian	6,198	4,586 - 4,728	6,632 - 6,662						
Rural Thorp	6,199 - 6,211	4,729 - 6,399	6,663 - 7,289		6,276 - 6,375				
Rural Hamlet	6,212 - 6,217	6,400 - 7,194	7,290 - 7,539		6,376 - 6,425				
Minor Town	6,218 - 6,220	7,195 - 7,350	7,540 - 7,588		6,426 - 6,450				
Farmstead	6,221 - 6,223	7,351 - 8,015	7,589 - 7,713		6,451 - 6,474				
Mendarn									
Breven	6,224 - 6,233			3,913 - 3,924	6,475	980 - 1,006			
Crondor Woods	6,234	8,016 - 8,223	7,714 - 7,734		6,476 - 6,478				
Dayolen	6,235 - 6,263	8,224 - 8,226	7,735	3,925 - 3,931	6,479 - 6,480	1,007 - 1,009			
Dopven	6,264 - 6,271								
Dopromond Hills	6,272			3,932 - 5,757	6,481	1,010 - 2,353			
Narlven	6,273 - 6,281				6,482 - 6,483	2,354			
Narnolen	6,282 - 6,297	8,227	7,736	5,758 - 5,876		2,355 - 2,416			
Ospolen	6,298 - 6,386	8,228 - 8,280	7,737		6,484 - 6,490	2,417 - 2,441			
Yelden	6,387 - 6,389				6,491 - 6,499				
Rural Thorp	6,390 - 7,436		7,738 - 7,739		6,500 - 7,866				
Rural Hamlet	7,437 - 8,211		7,740		7,867 - 8,879				
Minor Town	8,212 - 8,322		7,741		8,880 - 9,023				
Farmstead	8,323 - 8,328		7,742		9,024 - 9,025				
Pel Brolenon									
Dowon-Brandel	8,329 - 8,450	8,281 - 8,374	7,743 - 7,899	5,877 - 6,201	9,026 - 9,138	2,442 - 2,608	835 - 1,445	3,005 - 3,463	1,211 - 2,015
Eldrose Forest	8,451 - 8,452	8,375 - 8,525	7,900 - 8,223		9,139 - 9,232	2,609 - 2,687	1,446 - 2,118	3,464 - 3,785	
Vrendolen	8,453 - 8,478	8,526 - 8,585	8,224 - 8,681	6,202 - 7,380	9,233 - 9,462	2,688 - 4,519	2,119 - 2,237	3,786 - 4,081	2,016 - 2,180
Yan Elenon Mountains	8,479		8,682 - 8,772	7,381 - 8,922	9,463 - 9,510	4,520 - 9,463	2,238 - 8,272	4,082 - 8,521	2,181 - 8,247
Rural Thorp	8,480 - 9,097	8,586 - 8,645	8,773 - 9,107	8,923 - 9,033	9,511 - 9,633	9,464 - 9,558	8,273 - 8,540	8,522 - 8,826	8,248 - 8,619
Rural Hamlet	9,098 - 9,507	8,646 - 8,665	9,108 - 9,304	9,034 - 9,071	9,634 - 9,706	9,559 - 9,591	8,541 - 8,698	8,827 - 8,931	8,620 - 8,838
Minor Town	9,508 - 9,552	8,666 - 8,678	9,305 - 9,397	9,072 - 9,095	9,707 - 9,740	9,592 - 9,612	8,699 - 8,772	8,932 - 8,997	8,839 - 8,941
Farmstead	9,553 - 9,777	8,679 - 8,739	9,398 - 9,845	9,096 - 9,209	9,741 - 9,905	9,613 - 9,709	8,773 - 9,130	8,998 - 9,311	8,942 - 9,438
Voldorwood									
Rural Thorp	9,778 - 9,779	8,740 - 9,474	9,846 - 9,911		9,906 - 9,915	9,710			
Rural Hamlet	9,780	9,475 - 9,824	9,912 - 9,943		9,916 - 9,919				
Minor Town	9,781	9,825 - 9,844	9,944 - 9,957		9,920 - 9,921				
Farmstead	9,782	9,845 - 9,877	9,958 - 9,971		9,922 - 9,923				

Legasa Peaks									
Roll on Kalamaran Empire	9,783 - 9,884	9,878 - 9,907	9,972 - 9,987	9,210 - 9,480	9,924 - 9,949	9,711 - 9,754	9,131 - 9,187	9,312 - 9,426	9,439 - 9,567
Roll on Reanaaria Bay	9,885 - 9,886	9,908	9,988 - 9,989	9,481 - 9,536	9,950 - 9,950	9,755 - 9,798	9,188	9,427 - 9,429	9,568 - 9,575
Roll on Svimozhish Isle	9,887 - 9,953	9,909 - 9,916	9,990	9,537 - 9,809	9,951 - 9,954	9,799 - 9,873	9,189 - 9,911	9,430 - 9,934	9,576 - 9,651
Roll on Wild Lands	9,954 - 9,971	9,917	9,991	9,810 - 9,937	9,955 - 9,966	9,874 - 9,902	9,912 - 9,937	9,935 - 9,941	9,652 - 9,674
Roll on Young Kingdoms	9,972 - 10,000	9,918 - 10,000	9,992 - 10,000	9,938 - 10,000	9,967 - 10,000	9,903 - 10,000	9,938 - 10,000	9,942 - 10,000	9,675 - 10,000

KALAMARAN EMPIRE	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Basir									
Bet Urala	1 - 35	1 - 223	1 - 281	1	1 - 358				
Birirelido	36 - 40	224 - 243	282 - 315		359 - 359	1			
Ubikokeli Huighlands	41		316 - 321	2 - 29	360 - 699	2 - 510	1 - 40	1 - 87	1 - 19
Rural Thorp	42 - 371	244 - 254	322 - 1,020		700 - 1,110	511 - 615	41 - 42	88 - 173	20 - 42
Rural Hamlet	372 - 616	255 - 265	1,021 - 1,589		1,111 - 1,377	616 - 625	43 - 43	174 - 181	43 - 61
Minor Town	617 - 645	266 - 266	1,590 - 2,058		1,378 - 1,454	626 - 633	44 - 44	182 - 257	62 - 63
Farmstead	646	267 - 267	2,059 - 2,065		1,455 - 1,458	634 - 706	45 - 49	258 - 301	64 - 89
Dodera									
Aroroleta	647 - 671	268 - 270	2,066 - 2,074		1,459 - 1,470				
Bebeta	672 - 679	271 - 271	2,075 - 2,076		1,471 - 1,476				
Bet Dodera	680 - 697	272 - 282	2,077 - 2,109			707	50 - 50	302 - 302	90 - 90
Eb'Sarido	698 - 701	283 - 284	2,110 - 2,113		1,477 - 1,477		51 - 51		
Kakapela Hills	702				1,478 - 1,537		52 - 73	303 - 312	91 - 103
Kakidela Mountains	703 - 704			30 - 163	1,538 - 1,594	708 - 1,336	74 - 116	313 - 321	104 - 118
Kaleta	705 - 713				1,595 - 1,636				
P'Rudekela Forest	714	285 - 326	2,114 - 2,184		1,637 - 1,646				
Ridareta	715 - 721	327 - 331	2,185 - 2,200			1,337	117 - 117	322 - 322	
Rural Thorp	722 - 971				1,647 - 1,864	1,338 - 1,341			
Rural Hamlet	972 - 1,159				1,865 - 1,882				
Minor Town	1,160 - 1,185	332 - 342	2,201 - 2,249		1,883 - 1,897				
Farmstead	1,186		2,250 - 2,254		1,898 - 1,899	1,342 - 1,350	118 - 118	323 - 333	119 - 125
Edosi Forest									
Doulathanorian		343 - 753							
Rural Thorp	1,187	754 - 2,542	2,255 - 3,162		1,900 - 1,916	1,351 - 1,528			
Rural Hamlet	1,188	2,543 - 3,977	3,163 - 3,222		1,917 - 1,960	1,529 - 1,612			
Minor Town	1,189	3,978 - 4,111	3,223 - 3,333		1,961 - 1,980	1,613 - 1,708			
Farmstead	1,190	4,112 - 4,131	3,334 - 3,378		1,981 - 1,981	1,709 - 1,787			
Kalamar									
Alufalik Hills	1,191 - 1,192			164 - 236	1,982 - 2,087	1,788 - 2,852			126 - 896
Bet Kalamar	1,193 - 1,444	4,132 - 4,132	3,379 - 3,381	237 - 459	2,088 - 2,088	2,853	119 - 2,037	334 - 3,053	897 - 7,050
Falikido	1,445 - 1,449								
Ka'Asa Mountains	1,450 - 1,454			460 - 7,850		2,854 - 2,857	2,038 - 2,520	3,054 - 3,171	
Kalasali Woods	1,455 - 1,478	4,133 - 4,243	3,382 - 3,661		2,089 - 2,323	2,858 - 2,865	2,521 - 2,548	3,172 - 3,181	7,051 - 7,051
Karasta	1,479 - 1,482			7,851 - 8,387					
Katagas Rise	1,483 - 1,489			8,388 - 8,449	2,324 - 2,463	2,866 - 4,006	2,549 - 2,931		
Lidereta	1,490 - 1,497								
P'Sapas Hills	1,498 - 1,499			8,450 - 8,525	2,464 - 2,578	4,007 - 5,239			7,052 - 7,564
Paliba Woods	1,500	4,244 - 9,386	3,662 - 7,789		2,579 - 2,704	5,240 - 5,586			
Rolutel Forest	1,501 - 1,737				2,705 - 2,705				
Rosaleta	1,738 - 1,752		7,790 - 7,790	8,526 - 8,528			2,932 - 2,959	3,182 - 3,185	
Salireta	1,753 - 1,762								
Segeleta	1,763 - 1,773	9,387 - 9,388	7,791 - 7,794	8,529	2,706 - 2,707	5,587			
Sobeteta	1,774 - 1,832								
Togeseta	1,833 - 1,839		7,795 - 7,800				2,960 - 2,987	3,186 - 3,191	
Rural Thorp	1,840 - 3,912							3,192 - 3,209	7,565 - 7,579
Rural Hamlet	3,913 - 5,448								
Minor Town	5,449 - 5,666								
Farmstead	5,667 - 5,677							3,210 - 3,316	7,580 - 7,651
Lopoliri Mountains					2,708 - 2,709				
O'par									
Bet Bireli	5,678 - 5,686	9,389 - 9,396	7,801 - 7,845	8,530 - 8,542	2,710 - 2,730				
Kasido	5,687 - 5,691								
Sobakaseta	5,692 - 5,700	9,397 - 9,399	7,846 - 7,905		2,731 - 2,749	5,588 - 5,594			
Tagaleta	5,701 - 5,707			8,543 - 8,566	2,750 - 2,762	5,595 - 5,697		3,317 - 3,324	
Rural Thorp	5,708 - 5,981	9,400 - 9,400	7,906 - 7,910	8,567 - 8,588	2,763 - 2,776	5,698 - 5,705			
Rural Hamlet	5,982 - 6,184	9,401 - 9,401	7,911 - 7,914	8,589 - 8,609	2,777 - 2,778	5,706 - 5,711			
Minor Town	6,185 - 6,210	9,402 - 9,402	7,915 - 7,919	8,610 - 8,669	2,779 - 2,801	5,712 - 5,716			
Farmstead	6,211	9,403 - 9,403	7,920 - 7,930	8,670	2,802 - 2,802	5,717 - 5,722		3,325 - 3,332	
Pekal									
Baneta	6,212 - 6,224	9,404 - 9,416	7,931 - 7,975	8,671 - 8,689	2,803 - 2,828	5,723 - 5,848	2,988 - 3,029	3,333 - 3,391	7,652 - 7,704
Bet Rogala	6,225 - 6,235	9,417 - 9,496	7,976 - 7,976		2,829 - 2,991	5,849 - 6,584			
Kamarela Mounds	6,236				2,992 - 3,530	6,585 - 6,668			
Rural Thorp	6,237 - 6,886	9,497 - 9,633	7,977 - 8,418	8,690 - 8,878	3,531 - 3,783	6,669 - 7,923	3,030 - 3,450	3,392 - 3,985	7,705 - 8,234
Rural Hamlet	6,887 - 7,372	9,634 - 9,725	8,419 - 8,713	8,879 - 9,004	3,784 - 3,951	7,924 - 8,759	3,451 - 3,731	3,986 - 4,382	8,235 - 8,587

Minor Town	7,373 - 7,441	9,726 - 9,739	8,714 - 8,758	9,005 - 9,023	3,952 - 3,976	8,760 - 8,885	3,732 - 3,773	4,383 - 4,441	8,588 - 8,640
Farmstead	7,442 - 7,445	9,740 - 9,740	8,759 - 8,760	9,024	3,977 - 3,977	8,886 - 8,891	3,774 - 3,775	4,442 - 4,444	8,641 - 8,643
Tarisato									
Balelido	7,446 - 7,451			9,025 - 9,026	3,978 - 3,982	8,892 - 8,899	3,776 - 3,784	4,445 - 4,446	
Batullagh	7,452 - 7,453						3,785 - 4,004	4,447 - 4,838	8,644 - 8,800
Gimbatagh	7,454 - 7,455			9,027 - 9,031		8,900 - 8,902	4,005 - 4,082	4,839 - 4,897	8,801 - 8,815
Gogido	7,456 - 7,457			9,032 - 9,036	3,983 - 3,988		4,083 - 4,099	4,898 - 5,073	8,816 - 8,846
Kabakosikido	7,458 - 7,461		8,761 - 8,775					5,074 - 5,089	8,847 - 8,848
Kolido	7,462 - 7,466				3,989 - 4,027				
Oloseta	7,467 - 7,491		8,776 - 8,784	9,037	4,028 - 4,028	8,903	4,100 - 4,219	5,090 - 5,156	8,849 - 8,849
P'Rorul Peaks	7,492			9,038 - 9,784			4,220 - 4,440	5,157 - 5,371	8,850 - 8,997
P'Tikor Hills	7,493 - 7,500			9,785 - 9,818		8,904 - 9,484	4,441 - 6,946	5,372 - 8,230	8,998 - 9,684
Pagalido	7,501 - 7,504		8,785 - 8,830	9,819	4,029 - 4,029			8,231 - 8,245	
Rural Thorp	7,505 - 7,934		8,831 - 8,866		4,030 - 4,215			8,246 - 8,462	9,685 - 9,736
Rural Hamlet	7,935 - 8,251		8,867 - 8,889		4,216 - 4,383			8,463 - 8,538	9,737 - 9,737
Minor Town	8,252 - 8,295		8,890 - 8,895		4,384 - 4,461			8,539 - 8,574	9,738 - 9,752
Farmstead	8,296 - 8,297		8,896 - 8,904		4,462 - 4,466		6,947 - 6,948	8,575 - 8,659	9,753 - 9,788
Tokis									
Bet Seder	8,298 - 8,340		8,905 - 8,912		4,467 - 4,794	9,485 - 9,505		8,660 - 8,661	
Fodeta	8,341 - 8,349		8,913 - 8,913		4,795 - 4,795				
Gaketa	8,350 - 8,357		8,914 - 8,914		4,796 - 4,796	9,506		8,662 - 8,662	
Pipido	8,358 - 8,362								
Salirido	8,363 - 8,365		8,915 - 8,917		4,797 - 4,804	9,507 - 9,508		8,663 - 8,667	
U'Rudaketa	8,366 - 8,382				4,805 - 4,805				
Rural Thorp	8,383 - 9,210		8,918 - 9,284		4,806 - 8,009	9,509 - 9,516	6,949 - 7,127	8,668 - 8,755	
Rural Hamlet	9,211 - 9,843		9,285 - 9,744		8,010 - 9,110		7,128 - 7,354	8,756 - 9,643	
Minor Town	9,844 - 9,890		9,745 - 9,757		9,111 - 9,736	9,517 - 9,520	7,355 - 9,234		
Farmstead	9,891 - 9,894		9,758 - 9,805		9,737 - 9,758	9,521 - 9,537		9,644 - 9,726	
Pipitul Woodlands									
Roll on Brandobia	9,895 - 9,918	9,741 - 9,825	9,806 - 9,954	9,820 - 9,826	9,759 - 9,824	9,538 - 9,590	9,235 - 9,271	9,727 - 9,746	9,789 - 9,806
Roll on Reanaaria Bay	9,919 - 9,920	9,826 - 9,827	9,955 - 9,966	9,827 - 9,846	9,825 - 9,829	9,591 - 9,686	9,272 - 9,273	9,747 - 9,749	9,807 - 9,812
Roll on Svimozhish Isle	9,921 - 9,952	9,828 - 9,843	9,967 - 9,969	9,847 - 9,896	9,830 - 9,836	9,687 - 9,768	9,274 - 9,864	9,750 - 9,963	9,813 - 9,841
Roll on Wild Lands	9,953 - 9,986	9,844 - 9,852	9,970 - 9,973	9,897 - 9,989	9,837 - 9,935	9,769 - 9,893	9,865 - 9,949	9,964 - 9,975	9,842 - 9,876
Roll on Young Kingdoms	9,987 - 10,000	9,853 - 10,000	9,974 - 10,000	9,990 - 10,000	9,936 - 10,000	9,894 - 10,000	9,950 - 10,000	9,976 - 10,000	9,877 - 10,000

REANAARIA BAY	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Courai Heights									
Geanavue	1 - 66	1 - 23	1 - 260	1 - 82	1 - 16	1 - 124	1 - 6	1 - 86	1 - 13
Loona									
Rural Thorp	67 - 91		261 - 1,581	83 - 502		125 - 618	7 - 12	87 - 101	14 - 22
Rural Hamlet	92 - 249	24 - 36	1,582 - 2,070	503 - 657		619 - 802		102 - 120	23 - 24
Minor Town	250 - 265		2,071 - 2,160	658 - 686		803 - 836			25 - 61
Farmstead	266 - 266	37 - 39	2,161 - 2,161	687 - 687		837 - 839		121 - 148	
Faunee Rise	267 - 274			688 - 8,812		840 - 848	13 - 2,366	149 - 226	62 - 808
Fautee Forest									
Xaarum	275 - 353				17 - 318	849 - 920			
Rural Thorp	354 - 505				319 - 1,133	921 - 1,115			
Rural Hamlet	506 - 638				1,134 - 1,556	1,116 - 1,215			
Minor Town	639 - 655				1,557 - 1,642	1,216 - 1,231			
Farmstead	656 - 656					1,232 - 1,233			
Fautee Peninsula									
Zoa	657 - 1,307	40 - 509	2,162 - 3,092	8,813 - 8,943	1,643 - 2,261	1,234 - 1,439	2,367 - 2,369	227 - 497	809 - 1,436
Rural Thorp	1,308 - 2,515	510 - 1,922	3,093 - 5,884	8,944 - 9,337	2,262 - 4,121	1,440 - 2,060	2,370 - 2,379	498 - 1,312	1,437 - 3,320
Rural Hamlet	2,516 - 3,534	1,923 - 2,721	5,885 - 7,466	9,338 - 9,559	4,122 - 5,174	2,061 - 2,412	2,380 - 2,385	1,313 - 1,773	3,321 - 4,388
Minor Town	3,535 - 3,685	2,722 - 2,823	7,467 - 7,669	9,560 - 9,587	5,175 - 5,309	2,413 - 2,457	2,386 - 2,386	1,774 - 1,832	4,389 - 4,525
Farmstead	3,686 - 3,691	2,824 - 2,824	7,670 - 7,685	9,588 - 9,588	5,310	2,458 - 2,466	2,387 - 2,389	1,833 - 1,891	4,526 - 4,542
Khydoban Desert									
Arajyd Hills	3,692 - 3,701		7,686 - 8,137		5,311 - 7,832	2,467 - 4,325	2,390 - 2,396	1,892 - 2,054	4,543 - 4,592
Dynaj	3,702 - 3,773						2,397 - 2,409	2,055 - 2,429	4,593 - 4,693
Thygasha	3,774 - 4,413		8,138 - 8,237	9,589 - 9,605	7,833 - 7,924	4,326 - 4,577			
Rural Thorp	4,414 - 5,270				7,925 - 8,506	4,578 - 6,436	2,410 - 2,412	2,430 - 3,092	
Rural Hamlet	5,271 - 5,956				8,507 - 8,716	6,437 - 7,676	2,413 - 2,421	3,093 - 3,149	
Minor Town	5,957 - 6,030				8,717 - 8,774	7,677 - 7,862	2,422 - 2,422	3,150 - 3,456	
Farmstead	6,031 - 6,044				8,775 - 8,776	7,863 - 7,884	2,423 - 2,435	3,457 - 4,090	
Kaotoon Island									
Aasaer	6,045 - 6,127	2,825 - 2,849	8,238 - 8,395	9,606 - 9,606	8,777 - 8,784	7,885 - 7,885	2,436 - 2,654	4,091 - 5,467	4,694 - 5,503
Rural Thorp	6,128 - 6,176	2,850 - 2,864	8,396 - 8,488	9,607 - 9,607	8,785 - 8,789	7,886 - 7,886	2,655 - 2,782	5,468 - 6,277	5,504 - 5,980
Rural Hamlet	6,177 - 6,212	2,865 - 2,875	8,489 - 8,556	9,608 - 9,608	8,790 - 8,793	7,887 - 7,887	2,783 - 2,877	6,278 - 6,878	5,981 - 6,334
Minor Town	6,213 - 6,217	2,876 - 2,877	8,557 - 8,566	9,609 - 9,609	8,794	7,888 - 7,888	2,878 - 2,891	6,879 - 6,963	6,335 - 6,384
Farmstead	6,218 - 6,218	2,878 - 2,878	8,567 - 8,567	9,610 - 9,610	8,795	7,889 - 7,889	2,892 - 2,892	6,964 - 6,967	6,385 - 6,387
Keenoa Tors									
Giilia	6,219 - 6,345								
Rural Thorp	6,346 - 6,616								

Rural Hamlet	6,617 - 6,816								
Minor Town	6,817 - 6,845								
Farmstead	6,846 - 6,847								
Masau Hills							2,893 - 5,182	6,968 - 7,906	6,388 - 8,485
Nanakary Forest									
Baethel	6,848 - 6,912	2,879 - 2,959				7,890 - 8,153			
Rural Thorp	6,913 - 7,052	2,960 - 3,120				8,154 - 8,723			
Rural Hamlet	7,053 - 7,155	3,121 - 3,256				8,724 - 9,143			
Minor Town	7,156 - 7,170	3,257 - 3,272				9,144 - 9,203			
Farmstead	7,171 - 7,171	3,273 - 3,281				9,204 - 9,206			
Neebau Cliffs	7,172 - 7,188			9,611 - 9,710		9,207 - 9,231			8,486 - 9,266
Reanaaria Bay									
Saaniema	7,189 - 7,274	3,282 - 3,287	8,568 - 8,624						
Rural Thorp	7,275 - 7,357	3,288 - 3,524	8,625 - 9,196						
Rural Hamlet	7,358 - 7,428	3,525 - 3,649	9,197 - 9,496						
Minor Town	7,429 - 7,429	3,650 - 3,712	9,497 - 9,647						
Farmstead	7,430 - 7,430	3,713 - 3,714	9,648 - 9,652						
Fymar	7,431 - 7,523								
Rural Thorp	7,524 - 7,658								
Rural Hamlet	7,659 - 7,758								
Minor Town	7,759 - 7,772								
Farmstead	7,773 - 7,773								
Shyff	7,774 - 7,875	3,715 - 3,845	9,653 - 9,657			9,232 - 9,328			
Rural Thorp	7,876 - 7,879	3,846 - 6,429	9,658 - 9,665			9,329 - 9,402			
Rural Hamlet	7,880 - 7,881	6,430 - 8,280	9,666 - 9,678			9,403 - 9,475			
Minor Town	7,882 - 7,891	8,281 - 8,357	9,679 - 9,686			9,476 - 9,497			
Farmstead	7,892 - 7,892	8,358 - 8,365				9,498 - 9,499			
Sotai Gagalia Headlands	7,893 - 7,900					9,500 - 9,907			
Vry Naasu Headlands	7,901 - 7,994								
Roll on Brandobia	7,995 - 8,131	8,366 - 8,699	9,687 - 9,821	9,711 - 9,714	8,796 - 8,935	9,908 - 9,913	5,183 - 5,291	7,907 - 7,970	9,267 - 9,297
Roll on Kalamaran Empire	8,132 - 8,980	8,700 - 9,335	9,822 - 9,963	9,715 - 9,793	8,936 - 9,246	9,914 - 9,929	5,292 - 5,695	7,971 - 8,441	9,298 - 9,554
Roll on Svimozhish Isle	8,981 - 9,350	9,336 - 9,454	9,964 - 9,969	9,794 - 9,846	9,247 - 9,276	9,930 - 9,948	5,696 - 9,142	8,442 - 9,825	9,555 - 9,655
Roll on Wild Lands	9,351 - 9,940	9,455 - 9,564	9,970 - 9,982	9,847 - 9,995	9,277 - 9,897	9,949 - 9,991	9,143 - 9,888	9,826 - 9,940	9,656 - 9,837
Roll on Young Kingdoms	9,941 - 10,000	9,565 - 10,000	9,983 - 10,000	9,996 - 10,000	9,898 - 10,000	9,992 - 10,000	9,889 - 10,000	9,941 - 10,000	9,838 - 10,000

SVIMOZHISH ISLE	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Ahznomahn									
Zha-Nehzmish	1 - 201	1 - 35	1 - 649	1 - 13	1 - 138	1 - 63	1 - 2	1 - 26	1 - 346
Rural Thorp	202 - 546							27 - 535	
Rural Hamlet	547 - 803							536 - 872	
Minor Town	804 - 836							873 - 1,026	
Farmstead	837 - 838							1,027 - 1,041	
Vohven Jungle	839 - 1,579		650 - 3,763				3 - 2,349	1,042 - 2,853	347 - 7,082
Bronish									
Bronish	1,580 - 1,589				139 - 684				
Rural Thorp	1,590 - 1,610				685 - 1,829				
Rural Hamlet	1,611 - 1,626				1,830 - 2,516				
Minor Town	1,627 - 1,628				2,517 - 2,659				
Farmstead	1,629								
Meznamish									
Dashahn Mountains	1,630 - 1,650			14 - 379	2,660 - 2,857	64 - 1,685			
Menamo Hills	1,651 - 1,670			380 - 516	2,858 - 5,712	1,686 - 3,193			
Monam-Ahnozh	1,671 - 1,808			517 - 567					
Mizohr Woodlands	1,809 - 1,810	36 - 293				3,194 - 4,509			
Tanzeh Mountains	1,811 - 1,813		3,764 - 4,756	568 - 9,708	5,713 - 6,088	4,510 - 5,952			
Zhano Headlands	1,814 - 1,822			9,709 - 9,729	6,089 - 6,136	5,953 - 8,283			
Rural Thorp	1,823 - 2,389								
Rural Hamlet	2,390 - 2,808								
Minor Town	2,809 - 2,868								
Farmstead	2,869 - 2,871								
Ozhvinmish									
Anowhizh	2,872 - 2,906								
Ashoshani	2,907 - 3,048								
Imomena Hills	3,049 - 3,061			9,730 - 9,739	6,137 - 7,318	8,284 - 8,459	2,350 - 2,351	2,854 - 2,855	
Miznahn	3,062 - 3,073								
Miznoh Forest	3,074 - 3,089	294 - 9,299	4,757 - 6,442		7,319 - 7,695				
Nenehi	3,090 - 3,130								
Svowmahni	3,131 - 3,326								
Zomo-wim	3,327 - 3,356								
Rural Thorp	3,357 - 4,588								
Rural Hamlet	4,589 - 5,501								
Minor Town	5,502 - 5,631								
Farmstead	5,632 - 5,638								

Parnor Hills	5,639 - 5,658								
Ul-Karg									
Burzumagh	5,659 - 5,681		6,443 - 7,003	9,740 - 9,752		8,460 - 8,823	2,352 - 2,397		
Krimppatu	5,682 - 5,699			9,753 - 9,851		8,824 - 9,518	2,398 - 3,284		
Kazullagh	5,700 - 5,708		7,004 - 7,519	9,852		9,519 - 9,556	3,285 - 3,324		
Ronazagh	5,709 - 5,712			9,853 - 9,861		9,557 - 9,636	3,325 - 3,379		
Rural Thorp	5,713 - 5,760						3,380 - 6,131		
Rural Hamlet	5,761 - 5,787						6,132 - 7,659		
Minor Town	5,788						7,660 - 7,762		
Farmstead	5,789 - 5,962						7,763 - 7,826		
Vrandol									
Vrandol	5,963 - 5,977			9,862 - 9,866					
Rural Thorp	5,978 - 6,003								
Rural Hamlet	6,004 - 6,024								
Minor Town	6,025 - 6,026								
Farmstead	6,027 - 6,038								
Zazahni									
Emosvom	6,039 - 6,050	9,300 - 9,313							
Imomena Hills	6,051 - 6,063			9,867 - 9,876	7,696 - 8,877	9,637 - 9,812	7,827 - 7,828	2,856 - 2,857	
Svomwhi	6,064 - 6,092			9,877 - 9,889	8,878 - 8,931	9,813 - 9,825			
Wimish	6,093 - 6,124	9,314 - 9,327		9,890 - 9,895	8,932 - 8,959	9,826 - 9,831			
Zenshahn	6,125 - 6,163							2,858	
Zhanohven	6,164 - 6,176								
Rural Thorp	6,177 - 7,493						7,829	2,859 - 2,890	
Rural Hamlet	7,494 - 8,211						7,830	2,891 - 2,910	
Minor Town	8,212 - 8,283							2,911 - 2,917	
Farmstead	8,284 - 8,325						7,831 - 7,950	2,918 - 9,618	
Whisvomi Forest	8,326 - 9,841						7,951 - 8,147	9,619 - 9,778	7,083 - 9,757
Whisvomi Hills	9,842 - 9,863						8,148 - 9,988	9,779 - 9,979	
Roll on Brandobia	9,864 - 9,899	9,328 - 9,590	7,520 - 9,146	9,896 - 9,902	8,960 - 9,348	9,832 - 9,863	9,989 - 9,991	9,980 - 9,984	9,758 - 9,787
Roll on Kalamaran Empire	9,900 - 9,974	9,591 - 9,757	9,147 - 9,714	9,903 - 9,951	9,349 - 9,636	9,864 - 9,892	9,992 - 9,995	9,985 - 9,995	9,788 - 9,870
Roll on Reanaaria Bay	9,975 - 9,976	9,758 - 9,764	9,715 - 9,844	9,952 - 9,971	9,637 - 9,663	9,893 - 9,949	9,996	9,996	9,871 - 9,880
Roll on Wild Lands	9,977 - 9,989	9,765 - 9,771	9,845 - 9,857	9,972 - 9,994	9,664 - 9,808	9,950 - 9,968	9,997 - 9,998	9,997	9,881 - 9,895
Roll on Young Kingdoms	9,990 - 10,000	9,772 - 10,000	9,858 - 10,000	9,995 - 10,000	9,809 - 10,000	9,969 - 10,000	9,999 - 10,000	9,998 - 10,000	9,896 - 10,000

WILD LANDS	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Byth Mountains									
Daruk	1 - 26				1 - 105				
Draska				1 - 803					
Rural Thorp	27 - 70			804 - 2,692	106 - 386				
Rural Hamlet	71 - 88			2,693 - 4,345	387 - 573				
Minor Town	89 - 90			4,346 - 4,582	574 - 601				
Farmstead	91			4,583 - 4,598					
Drhokker									
Gothmerr	92 - 101								
Nythok	102 - 117								
Vhott									
Trarr	118 - 133								
Rural Thorp	134 - 1,681								
Rural Hamlet	1,682 - 2,828								
Minor Town	2,829 - 2,992								
Farmstead	2,993 - 3,001								
Paru'Bor									
Bet Regor	3,002 - 3,066			4,599 - 4,647					
Koreta	3,067 - 3,089				602 - 605				
Paketa	3,090 - 3,146			4,648 - 4,649	606	1 - 122			
Rural Thorp	3,147 - 3,465			4,650 - 4,708		123 - 1,358			
Rural Hamlet	3,466 - 3,709			4,709 - 4,719		1,359 - 1,881			
Minor Town	3,710 - 3,741			4,720 - 4,736	607 - 608	1,882 - 2,032			
Farmstead	3,742			4,737 - 4,741		2,033 - 2,064			
Shynabyth									
Byksha	3,743 - 3,756								
Gadra Uplands	3,757 - 3,762			4,742 - 4,996		2,065 - 2,291			
Rynoshok	3,763 - 3,808								
Sarr	3,809 - 3,817								
Shyf Hills	3,818 - 3,828			4,997 - 5,152	609 - 860	2,292 - 2,483			
Rural Thorp	3,829 - 4,615			5,153 - 6,845	861 - 4,219	2,484 - 2,992			
Rural Hamlet	4,616 - 5,145			6,846 - 8,177	4,220 - 6,909	2,993 - 5,279			
Minor Town	5,146 - 5,212			8,178 - 8,414	6,910 - 7,379	5,280 - 5,622			
Farmstead	5,213 - 5,215			8,415 - 8,438		5,623 - 5,708			
Skarrna									
Ardarr-Norr	5,216 - 5,262								
Narrajy Forest		1 - 1,516			7,380 - 7,533				

Rural Thorp	5,263 - 6,165								
Rural Hamlet	6,166 - 6,833								
Minor Town	6,834 - 6,928								
Farmstead	6,929 - 6,933								
Slen									
Deshada Mountains	6,934 - 6,943			8,439 - 9,162		5,709 - 5,935			
Gadra Uplands	6,944 - 6,949								
Hadaf Highlands	6,950 - 6,967			9,163 - 9,190		5,936 - 6,198	1 - 4,330	1 - 1,582	1 - 8,502
Kako-Gyr	6,968 - 7,025								
Shada Hills	7,026 - 7,160			9,191 - 9,306		6,199 - 6,410			
Rural Thorp	7,161 - 7,299								
Rural Hamlet	7,300 - 7,402								
Minor Town	7,403 - 7,417								
Farmstead	7,418								
Tharggy									
Bynarr	7,419 - 7,476								
Fyban Forest	7,477	1,517 - 3,263	1 - 1,267		7,534 - 7,699	6,411 - 6,513			
Kojy	7,478 - 7,489								
Rokk Woods	7,490	3,264 - 3,315	1,268 - 1,379		7,700 - 7,705	6,514 - 6,515		1,583 - 1,892	
Shaggar	7,491 - 7,499								
Shyf Hills	7,500 - 7,510			9,307 - 9,451	7,706 - 7,959	6,516 - 6,739			
Shynako Hills	7,511			9,452 - 9,464	7,960 - 7,983	6,740 - 6,917			
Rural Thorp	7,512 - 7,734								
Rural Hamlet	7,735 - 7,899								
Minor Town	7,900 - 7,923								
Farmstead	7,924								
Thybaj									
Dakyno	7,925 - 7,937			9,465 - 9,469	7,984 - 7,996	6,918 - 6,929			
Fashyr	7,938 - 7,949	3,316 - 3,317	1,380 - 1,603	9,470 - 9,483	7,997 - 7,998	6,930 - 6,951	4,331 - 4,339	1,893 - 2,674	8,503 - 8,528
Jenth Ridges		3,318 - 6,311	1,604 - 2,975	9,484 - 9,592	7,999 - 8,478	6,952 - 9,437	4,340 - 5,145	2,675 - 3,590	8,529 - 8,612
Nyton	7,950 - 7,964	6,312 - 6,583	2,976 - 3,455		8,479 - 8,548				
Shyta-Thybaj	7,965 - 8,005		3,456 - 4,852	9,593 - 9,630	8,549 - 8,587	9,438 - 9,570			
Vrykarr Mountains	8,006 - 8,019		4,853 - 4,859	9,631 - 9,632	8,588	9,571 - 9,574			
Rural Thorp	8,020 - 8,488				8,589 - 8,997				
Rural Hamlet	8,489 - 8,844				8,998 - 9,175				
Minor Town	8,845 - 8,894				9,176 - 9,219				
Farmstead	8,895				9,220		5,146 - 5,155	3,591 - 5,566	
Torakk									
Jorakk Mountains	8,896 - 8,910								
Khorren Woods	8,911 - 8,915		4,860 - 6,595		9,221 - 9,318				
Norr-Bharr	8,916 - 8,918								
Varmorr	8,919 - 8,927								
Rural Thorp	8,928 - 9,090								
Rural Hamlet	9,091 - 9,211								
Minor Town	9,212 - 9,228								
Farmstead	9,229								
Rytarr Woods									
Narr-Rytarr	9,230 - 9,301	6,584 - 6,766			9,319 - 9,412				
Rural Thorp	9,302 - 9,459	6,767 - 7,160			9,413 - 9,614				
Rural Hamlet	9,460 - 9,576	7,161 - 7,452			9,615 - 9,764				
Minor Town	9,577 - 9,593	7,453 - 7,494			9,765 - 9,785				
Farmstead	9,594	7,495 - 7,496			9,786				
Roll on Brandobia	9,595 - 9,627	7,497 - 7,836	6,596 - 7,642	9,633 - 9,639	9,787 - 9,819	9,575 - 9,594	5,156 - 5,351	5,567 - 5,745	8,613 - 8,659
Roll on Kalamaran Empire	9,628 - 9,903	7,837 - 8,700	7,643 - 9,104	9,640 - 9,821	9,820 - 9,917	9,595 - 9,667	5,352 - 6,317	5,746 - 7,486	8,660 - 9,176
Roll on Reanaaria Bay	9,904 - 9,916	8,701 - 8,757	9,105 - 9,607	9,822 - 9,933	9,918 - 9,931	9,668 - 9,887	6,318 - 6,382	7,487 - 7,634	9,177 - 9,269
Roll on Svimozhish Isle	9,917 - 9,961	8,758 - 8,817	9,608 - 9,631	9,934 - 9,979	9,932 - 9,935	9,888 - 9,918	6,383 - 9,466	7,635 - 9,554	9,270 - 9,345
Roll on Young Kingdoms	9,962 - 10,000	8,818 - 10,000	9,632 - 10,000	9,980 - 10,000	9,936 - 10,000	9,919 - 10,000	9,467 - 10,000	9,555 - 10,000	9,346 - 10,000

YOUNG KINGDOMS	HUMANS	ELVES	HALF-ELVES	DWARVES	HALFLINGS	GNOMES	HOBGOBLINS	HALF-HOBGOBLINS	HALF-ORCS
Ek'Gakel									
Betasa	1 - 58	1 - 12	1 - 210	1 - 156	1 - 17	1 - 47			
Robuselido	59 - 74								
Sisalasido	75 - 92				18 - 22				
Rural Thorp	93 - 1,704								
Rural Hamlet	1,705 - 2,897								
Minor Town	2,898 - 3,068								
Farmstead	3,069 - 3,076								
Brindonwood									
Shyta-na-Dobyo									
Rural Thorp									
Rural Hamlet									
Minor Town									

Farmstead									
Ek'Kasel									
Barido	3,077 - 3,099	13 - 34			23				
Bet Kasel	3,100 - 3,150	35 - 35			24 - 33				
Kalokapeta	3,151 - 3,219								
Rural Thorp	3,220 - 4,252	36 - 86			34 - 233				
Rural Hamlet	4,253 - 5,017	87 - 122			234 - 381				
Minor Town	5,018 - 5,126	123 - 128			382 - 402				
Farmstead	5,127 - 5,131	129 - 136							
Elos Desert									
Alnarma	5,132 - 5,151								
Dijishy	5,152 - 5,181			157 - 235					
Ehzhimahn	5,182 - 5,225								
Miclenon	5,226 - 5,305								
Prompeldia	5,306 - 5,357	137 - 151	211 - 265	236 - 301	403 - 513	48 - 252	1 - 76	1 - 27	
Shrogga-Pravaaz	5,358 - 5,369						77 - 253	28 - 351	1 - 345
Rural Thorp	5,370 - 5,492								
Rural Hamlet	5,493 - 5,583								
Minor Town	5,584 - 5,596								
Farmstead	5,596								
Kalalali Forest									
Cilorealon		152 - 403							
Kalaleta		404 - 586							
Rural Thorp		587 - 5,148							
Rural Hamlet		5,149 - 8,527							
Minor Town		8,528 - 9,008							
Farmstead		9,009 - 9,034							
Korak									
Adiv Hills	5,597 - 5,641	9,035 - 9,042	266 - 323	302 - 2,163	514 - 788	253 - 3,207		352 - 666	346 - 425
Daresido	5,642 - 5,673								426 - 494
Eb'Kakido	5,674 - 5,694							667 - 900	495 - 550
Fopasido	5,695 - 5,720		324 - 339	2,164	789 - 820	3,208 - 3,244		901 - 903	
Kasebapido	5,721 - 5,742								
Korem	5,743 - 5,796								
Salido	5,797 - 5,812		340 - 478						
Saritido	5,813 - 5,831		479 - 486						
Rural Thorp	5,832 - 7,182		487 - 1,300	2,165 - 2,192	821 - 2,479	3,245 - 5,164			
Rural Hamlet	7,183 - 8,183		1,301 - 1,904	2,193 - 2,213	2,480 - 3,708	5,165 - 6,586			
Minor Town	8,184 - 8,325		1,905 - 1,989	2,214 - 2,216	3,709 - 3,883	6,587 - 6,789			
Farmstead	8,326 - 8,333		1,990 - 1,994	2,217		6,790 - 6,812			
Norga-Krangrel									
Ashakulagh	8,334 - 8,335	9,043 - 9,044	1,995 - 1,995	2,218 - 2,226	3,884 - 3,888	6,813 - 6,814	254 - 752	904 - 1,500	551 - 666
Rinukagh	8,336	9,045 - 9,045	1,996 - 1,996	2,227	3,889	6,815	753 - 1,825	1,501 - 1,758	667 - 705
Rural Thorp	8,336	9,046 - 9,047	1,997 - 1,997	2,228 - 2,233	3,890 - 3,893	6,816 - 6,817	1,826 - 4,444	1,759 - 4,685	706 - 1,130
Rural Hamlet	8,337 - 8,338	9,048 - 9,049	1,998 - 1,998	2,234 - 2,245	3,894 - 3,899	6,818 - 6,821	4,445 - 6,693	4,686 - 5,043	1,131 - 1,146
Minor Town	8,339	9,050 - 9,050	1,999 - 1,999	2,246 - 2,251	3,900 - 3,902	6,822 - 6,823	6,694 - 6,993	5,044 - 5,221	1,147 - 1,156
Farmstead	8,340 - 8,341	9,051 - 9,052	2,000 - 2,002	2,252 - 2,268	3,903 - 3,912	6,824 - 6,828	6,994 - 7,269	5,222 - 5,277	1,157 - 1,204
Kalokopeli Forest	8,342 - 8,344	9,053 - 9,463	2,003 - 2,799		3,913 - 8,353				
P'Bapar									
P'Bapar	8,345 - 8,538	9,464 - 9,552	2,800 - 4,680	2,269 - 4,148	8,354 - 8,779	6,829 - 7,834			
Sanakir Hills									
Rural Thorp	8,539 - 8,747	9,553 - 9,648	4,681 - 6,791	4,149 - 5,844	8,780 - 9,206	7,835 - 8,841	7,270 - 7,656	5,278 - 6,710	1,205 - 1,524
Rural Hamlet	8,748 - 8,904	9,649 - 9,656	6,792 - 8,355	5,845 - 7,259	9,207 - 9,560	8,842 - 9,678	7,657 - 7,930	6,711 - 7,736	1,525 - 1,723
Minor Town	8,905 - 8,930	9,657 - 9,658	8,356 - 8,453	7,260 - 7,347	9,561 - 9,611	9,679 - 9,702	7,931 - 8,020	7,737 - 8,026	1,724 - 1,779
Farmstead	8,931	9,659 - 9,659	8,454 - 8,465	7,348 - 7,359		9,703 - 9,709	8,021 - 8,025	8,027 - 8,042	1,780 - 1,782
Shashyf Hills				7,360 - 7,708			8,026 - 8,549	8,043 - 8,423	1,783 - 9,459
Sliv Elenon Mountains	8,932 - 8,946		8,466 - 8,482	7,709 - 8,062	9,612 - 9,631	9,710 - 9,712	8,550 - 8,579	8,424 - 8,657	9,460 - 9,767
Roll on Brandobia	8,947 - 9,180	9,660 - 9,849	8,483 - 9,554	8,063 - 8,166	9,632 - 9,775	9,713 - 9,772	8,580 - 8,704	8,658 - 8,802	9,768 - 9,809
Roll on Kalamaran Empire	9,181 - 9,665	9,850 - 9,970	9,555 - 9,929	8,167 - 8,858	9,776 - 9,881	9,773 - 9,827	8,705 - 8,860	8,803 - 9,159	9,810 - 9,921
Roll on Reanaaria Bay	9,666 - 9,673	9,971 - 9,973	9,930 - 9,972	8,859 - 8,999	9,882 - 9,886	9,828 - 9,882	8,861 - 8,863	9,160 - 9,170	9,922 - 9,928
Roll on Svimozhish Isle	9,674 - 9,831	9,974 - 9,990	9,973 - 9,984	9,000 - 9,348	9,887 - 9,894	9,883 - 9,929	8,864 - 9,856	9,171 - 9,956	9,929 - 9,961
Roll on Wild Lands	9,832 - 10,000	9,991 - 10,000	9,985 - 10,000	9,349 - 10,000	9,895 - 10,000	9,930 - 10,000	9,857 - 10,000	9,957 - 10,000	9,962 - 10,000

Feats Table

Items listed in **Bold** are fully described in the Kalamar Player's Guide – see Chapter 5: Feats

Name	Type	Source	Prerequisite	Description
Ability Focus	General	Official Website	None	Choose one of your special attacks. This attack becomes more potent than normal.
Acrobatic	General	Song and Silence	None	You have excellent body awareness coordination.
Alertness	General	Player's Handbook	None	You have finely tuned senses.
Alluring	General	Song and Silence	Persuasive, Trustworthy	Others have an inexplicable urge to believe your every word.
Ambidexterity	General	Player's Handbook	Dex 15+	You are equally adept at using either hand.
Animal Control	General	Masters of the Wild	Animal Defiance, ability to cast *speak with animals* and *animal friendship*.	You can channel the power of nature to gain mastery over animal creatures.
Animal Defiance	General	Masters of the Wjld	Ability to cast *detect animals or plants*.	You can channel the power of nature to drive off animals.
Animal Empathy	General	Kalamar Player's Guide	1 rank in Sense Motive	You know what animals are thinking.
Antimage	General	Kalamar Player's Guide	Spellcaster level 1+	You are skilled at disrupting the spells of others.
Arcane Defense	General	Tome and Blood	Spell Focus in the school chosen.	Choose a school of magic, such as Illusion. You can resist.spells from that school better than normal.
Arcane Preparation	General	Forgotten Realms Campaign, Tome and Blood	Ability to cast arcane spells as a bard or sorcerer.	You can prepare an arcane spell ahead of time just as wizards do.
Arcane Schooling	General	Forgotten Realms Campaign	Chessenta, Halruaa, Lantan, Mulhorand, Unther.	In your homeland, all who show some skill at the Art may receive training as a wielder of magic. Many characters know something of the ways of the bard, the sorcerer, or the wizard.
Armor Proficiency (Heavy)	General	Player's Handbook	Armor Proficiency (Light), Armor Proficiency (Medium)	You are proficient with heavy armor (Table 7-5: Armor, page 104).
Armor Proficiency (Light)	General	Player's Handbook	None	You are proficient with light armor (Table 7-5: Armor, page 104).
Armor Proficiency (Medium)	General	Player's Handbook	Armor Proficiency (Light)	You are proficient with medium armor (Table 7-5: Armor, page 104).
Art of Fascination	Ancestor	Oriental Adventures	Clan: Crane.	You claim descent from Kakita Wayozu, the first female Mistress of the Kakita Academy, whose art was so great it is said that she helped create an alternate world.
Arterial Strike	General	Song and Silence	Base attack +4, sneak attack ability.	Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.
Artificer	Item Creation	Kalamar Player's Guide	Any item creation feat	You are knowledgeable in the creation of magic items.
Artist	General	Forgotten Realms Campaign	Chessenta, Evermeet, Waterdeep, rock gnome.	You come from a culture in which the arts, philosophy, and music have a prominent place in society.
Artist	Ancestor	Oriental Adventures	Clan: Crane.	You claim descent from Doji, the founder of the Crane household, known as a creator of culture and civilization.
Artistic Crafter	General	Kalamar Player's Guide	Elf, Geanavue, Pekal, Xaarum	You produce beautiful crafts.
Athletic	General	Song and Silence	None	You're physically fit and adept at outdoor sports.
Attention to Detail	Ancestor	Oriental Adventures	Clan: Lion.	You are descended from Akodo's advisor Ikoma--a historian, judge, and storyteller.
Attune Gem	Item Creation	Magic of Faerun	Intelligence 13+, Craft (gemcutting) skill, arcane spellcaster level 3rd+.	You can magically imbue gems to hold a spell until triggered.
Augment Construction	Psionic	Dragon Magazine #287 (Sep 01)	Manifester level 2nd+.	Your astral constructs are better than normal.
Augment Summoning	General	Tome and Blood, Magic of Faerun	Spellcaster level 2nd+.	Your summoned creatures are better than normal.
Awareness	General	Kalamar Player's Guide	Dex 13+, Dodge, Lightning Reflexes	You are perceptive in combat.
Bazaar Veteran	General	Kalamar Player's Guide	Raised in Ahznomahn, Ashoshani, Bet Kalamar, Bet Seder, Bet Urala, Dalen, Dowond-Brandel, Monahm-Ahnozh, Ospolen, P'Bapar, Svomahni, Thygasha, Zha-nehzmish or Zoa.	You are skilled in barter and trade.
Bend Spell	Metamagic	Dragon Magazine #291 (Jan 02)	None	Cover does little to reduce the effectiveness of your spells.
Blessed	General	Kalamar Player's Guide	None	Bad luck never seems to touch you.
Blind Shot	General	Kalamar Player's Guide	Dex 13+, Point-Blank Shot, Precise Shot	You can shoot things that you cannot see.
Blind-Fight	General	Player's Handbook	None	You are able to fight in melee without being able to see your foe.
Blindsight	Wild	Masters of the Wild	Ability to use wild shape to become a dire bat.	Your senses are as keen as the bat's.
Blindsight, 5-foot Radius	General	Sword and Fist	Base attack bonus +4, Blind-Fight, Wisdom 19+	You sense opponents in the darkness.
Blood Sorcerer	Ancestor	Oriental Adventures	Clan: Scorpion.	You are descended from Yogo, the Scorpion shugenja who was the first guardian of the Black Scrolls of Fu Leng.
Blooded	General	Forgotten Realms Campaign	Dalelands, Nelanther Isles, Sembia, Silverymoon, Tethyr, Vaasa.	You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off guard.
Bloodline of Fire	General	Forgotten Realms Campaign	Calimshan	You are descended from the efreet who ruled Calimshan for two millennia. The blood of these fire-spirits runs thick in your veins.
Body Fuel	Psionic	Psionics Handbook	Inner Strength, Talented	You can expand your power point total at the expense of your health.

Born Duelist	Ancestor	Oriental Adventures	Clan: Dragon.	You claim descent from Mirumoto, one of the first two samurai to join Togashi in his meditative retreat.
Born of the Cradle	General	Kalamar Player's Guide	Born and raised in Meznamish, Ohzvinmish or Zazahni.	You gain a +2 competence bonus to Sense Motive and Innuendo checks.
Born to the Saddle	General	Kalamar Player's Guide	Born and raised in Drhokker or Dodera.	You gain a +1 bonus on all Ride checks and +1 dodge bonus to AC while mounted.
Brachiation	General	Masters of the Wild	Climb 6 ranks, Jump 6 ranks, Str 13+.	You move through trees like a monkey.
Brew Potion	Item Creation	Player's Handbook	Spellcaster Level 3rd+	You can create potions, which carry spells within themselves. See the *Dungeon Master's Guide* for rules on potions.
Bullheaded	General	Forgotten Realms Campaign	Damara, Dragon Coast, the Great Dale, Moonshaes, Narfell, Nelanther Isles, Rashemen, Vaasa, Western Heartlands, gold dwarf, gray dwarf, shield dwarf.	The stubbornness and determination of your kind is legendary. You are exceptionally headstrong and difficult to sway from your intended course.
Cat Burglar	General	Kalamar Player's Guide	Dex 13+, 5+ ranks in climb	You are experienced at breaking in to difficult places.
Chain Link	Psionic	Official Website	Manifester level 3rd+	You can upgrade all recognized power chains in your primary discipline.
Chain Power	Metapsionic	Dragon Magazine #287 (Sep 01)	Any other metapsionic feat.	You can manifest powers that arc to other targets in addition to the primary target.
Chain Spell	Metamagic	Tome and Blood	Any other metamagic feat.	You can cast spells that arc to other targets in addition to the primary target.
Champion of the Faith	General	Kalamar Player's Guide	Ability to cast divine spells	You gain a +4 bonus on Spellcraft checks and Scry checks against enemies of your faith.
Channel Positive (or Negative) Energy	Cleric	Kalamar Player's Guide	Cleric level 1+	You can use positive or negative energy for purposes other than turning undead.
Chariot Archery	General	Sword and Fist	Chariot Combat, Handle animal skill.	You are skilled at using ranged weapons from a chariot.
Chariot Charge	General	Sword and Fist	Chariot Combat, Chariot Sideswipe, Handle Animal skill.	You are skilled at charging with you chariot.
Chariot Combat	General	Sword and Fist	Handle Animal skill.	You are skilled in chariot combat.
Chariot Sideswipe	General	Sword and Fist	Chariot Combat, Handle Animal skill.	You are skilled at using your chariot's scythe blades against foes.
Chariot Trample	General	Sword and Fist	Chariot Combat, Handle Animal skill.	You are trained in using your chariot to knock down opponents.
Charlatan	General	Song and Silence	None	You're adept at fooling people, and you know just what they want to hear.
Child of the Earth	General	Kalamar Player's Guide	Dejy born and raised in O'Par, Paru'Bor, Ek'Gakel.	You gain a +1 luck bonus to all your saving throws.
Chink in the Armor	General	Song and Silence	Expertise	You are an expert in slipping a weapon between armor plates or into seams.
Choke Hold	General	Oriental Adventures	Improved Unarmed Strike, Improved Grapple, Stunning Fist	You have learned the correct way to apply pressure to render an opponent unconscious.
Circle Kick	General	Sword and Fist	Dex 15+, Base attack bonus +3, Improved Unarmed Strike	You kick multiple opponents with the same attack action.
Circle of Friends	General	Kalamar Player's Guide	None	You gain a +4 bonus to Gather Information and Intimidate checks in a particular city or among a certain organization
Cleave	General	Player's Handbook	Str 13+, Power Attack	You can follow through with powerful blows.
Clever Wrestling	General	Masters of the Wild	None	You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.
Close-Quarters Fighting	General	Sword and Fist	Base attack bonus +3	You are skilled at fighting at close range and resisting grapple attacks.
Combat Agility	General	Dragon Magazine #284 (June 01)	Dodge, Lightning Reflexes	You have a knack for dodging non-melee attacks made by adjacent foes.
Combat Casting	General	Player's Handbook	None	You are adept at casting spells in combat.
Combat Manifestation	Psionic	Psionics Handbook	None	You are adept at manifesting powers in combat.
Combat Reflexes	General	Player's Handbook	None	You can respond quickly and repeatedly to opponents who let their defenses down.
Commanding Presence	General	Kalamar Player's Guide	Cha 13+, Eyes of Fury, Fearsome Appearance	You frighten enemies who fail a Will save at DC 10+ your Charisma bonus.
Construct Familiar	General	Dragon Magazine #280 (Feb 01)	Must be able to have a familiar.	Your familiar is a construct rather than a living being.
Cool head	Ancestor	Oriental Adventures	Clan: Unicorn.	You are descended from the great diplomat Ide, who was chosen to be the voice of Shinjo in all dealings with strangers.
Cooperative Spell	Metamagic	Tome and Blood	Any other metamagic feat.	You can cast spells to greater effect in conjunction with the same spell cast by another.
Cosmopolitan	General	Forgotten Realms Campaign	Amn, Waterdeep	Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.
Courteous Magocracy	General	Forgotten Realms Campaign	Evermeet, Halruaa	You were raised in a land where mighty wizards order affairs. Where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magic goods.
Craft Crystal Capacitor	Item Creation	Psionics Handbook	Manifester level 9th+	You can create psionic crystal capacitors that store power points (see Chapter 7: Psionic Items for rules about crystal capacitors).
Craft Crystal Weapon	Item Creation	Oriental Adventures	Spellcaster level 7+, Craft Magic Arms and Armor, Craft (weaponsmithing) skill.	You can create magic weapons from kuni crystal, which is deadly to creatures of the Shadowlands.
Craft Dorje	Item Creation	Psionics Handbook	Manifester level 5th+	You can create slender crystal wands called dorjes than can manifest powers when charges are expended (see Chapter 7: Psionic Items for rules on dorjes).

Craft Drilbu	Item Creation	Official Website	Manifester level 5th+	You can create a drilbu, which is a long shaft of crystal that can manifest powers when charges are expended.
Craft Magic Arms and Armor	Item Creation	Player's Handbook	Spellcaster Level 5th+	You can create magic weapons, armor, and shields.
Craft Psionic Arms and Armor	Item Creation	Psionics Handbook	Manifester level 5th+	You can create psionic weapons, armor, and shields (see Chapter 7: Psionic Items for rules about psionic arms and armor).
Craft Rod	Item Creation	Player's Handbook	Spellcaster Level 9th+	You can create magic rods, which have varied magical effects.
Craft Staff	Item Creation	Player's Handbook	Spellcaster Level 12th+	You can create magic staffs, which have multiple magical effects.
Craft Talisman	Item Creation	Oriental Adventures	Intelligence 13+, appropriate Craft skill, spellcaster level 1+.	You can create magic fetishes, single-use magic items that hold spells until triggered.
Craft Universal Item	Item Creation	Psionics Handbook	None	You can create miscellaneous psionic items, such as third eyes or psychoactive skins.(see Chapter 7: Psionic Items for rules about universal items).
Craft Wand	Item Creation	Player's Handbook	Spellcaster Level 5th+	You can create wands, which cast spells (see the *Dungeon Master's Guide* for rules on wands).
Craft Wondrous Item	Item Creation	Player's Handbook	Spellcaster Level 3rd+	You can create miscellaneous magic items, such as crystal balls and flying carpets.
Create Infusion	Item Creation	Masters of the Wild	Wilderness Lore 4 ranks, spellcaster level 3rd.	You store a divine spell within a specially prepared herb (see Chapter 3 of Masters of the Wild for details on infusions).
Create Portal	Item Creation	Forgotten Realms Campaign	Craft Wondrous Item.	You have learned the ancient craft of creating a portal, a permanent magic device that instantaneously transports those who know its secrets from one locale to another. Faerun is riddled with portals.
Critical spell strike	General	Kalamar Player's Guide	Spellcaster level 1+	You have a keen eye for targeting your spells and their effects are hard to resist.
Dash	General	Song and Silence	None	You move faster than normal.
Daylight Adaptation	General	Forgotten Realms Campaign	Drow, gray dwarf, orc.	Through long exile from the shadowed homelands of your kind, you are able to endure the painful sunlight of the surface world.
Death Blow	General	Sword and Fist	Base attack bonus +2, Improved Initiative	You waste no time in dealing with downed foes.
Deep Impact	Psionic	Psionics Handbook	Str 13+, Power Attack, Psionic Weapon, base attack bonus +3 or more	You can strike your foe with a melee weapon as if making a touch attack.
Defensive Strike	General	Oriental Adventures	Int 13+, Expertise, Dex 13+, Dodge.	You can turn a strong defense into a powerful offense. This feat is called musubi in Rokugan.
Defensive Throw	General	Oriental Adventures	Dex 13+, Improved Unarmed Strike, Dodge, Improved Trip, Combat Reflexes.	You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.
Deflect Arrows	General	Player's Handbook	Dex 13+, Improved Unarmed Strike	You can deflect incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.
Deflect Ranged Attack	General	Dragon Magazine #275	Point Blank Shot, Precise Shot, Ranged Disarm, Dex 13+, base attack bonus +5 or higher	You can deflect incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons, using your bow.
Delay Spell	Metamagic	Forgotten Realms Campaign, Tome and Blood	Any other metamagic feat.	You can cast spells that take effect after a short delay of your choosing.
Destructive Rage	General	Masters of the Wild	Ability to rage.	You shatter barriers and objects when enraged.
Dirty Fighting	General	Sword and Fist	Base attack bonus +2	You know the brutal and effective fighting tactics of the streets and back alleys.
Disarm Mind	Psionic	Psionics Handbook	Cha 13+, Mental Adversary	You can directly deplete your foe's power point total with psionic attacks.
Discipline	General	Forgotten Realms Campaign	Aglarond, Anauroch, Cormyr, Impiltur, Thay, strongheart halfling, sun elf, or rock gnome.	Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.
Discipline	Ancestor	Oriental Adventures	Clan: Phoenix.	Your ancestor, Naka Kaeteru, was the first Grand Master of all the elements, a master of meditation and contemplation.
Disguise Spell	Metamagic	Song and Silence	Bardic music, Perform skill (12+ ranks).	You can cast spells without observers being aware of the fact.
Divine Cleansing	Divine	Defenders of the Faith	Ability to turn or rebuke undead, Cha 13+, Extra Turning.	You can channel energy to improve you and your allies' ability to resist poison and curses.
Divine Might	Divine	Defenders of the Faith	Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack.	You can channel energy to increase the damage you deal in combat.
Divine Resistance	Divine	Defenders of the Faith	Ability to turn or rebuke undead, Extra Turning, Divine Cleansing	You can channel energy to temporarily reduce damage you and your allies take from some sources.
Divine Shield	Divine	Defenders of the Faith	Ability to turn or rebuke undead, Cha 13+, Str 13+, Power Attack, Improved Shield Bash.	You can channel energy to make your shield more effective for either offense or defense.
Divine Vengeance	Divine	Defenders of the Faith	Ability to turn undead, Extra Turning	You can channel energy to deal additional damage against undead in melee.
Divine Vigor	Divine	Defenders of the Faith	Ability to turn or rebuke undead, Cha 13+, Extra Turning	You can channel energy to increase your speed and Constitution.
Dodge	General	Player's Handbook	Dex 13+	You are adept at dodging blows.
Dragon Blood	General	Kalamar Player's Guide	Cha 13+	You can feel the presence of magic with your bare hands.
Dragon's Toughness	General	Masters of the Wild	Base Fort save bonus +11.	You are incredibly tough.
Dual Strike	General	Sword and Fist	Base attack bonus +3, Combat Reflexes	Your combat teamwork makes you a more dangerous foe.
Dwarf's Toughness	General	Masters of the Wild	Base Fort save bonus +5.	You are tougher than you were before.

Eagle Claw Attack	General	Sword and Fist Oriental Adventures	Base attack bonus +2, Improved Unarmed Strike, Sunder, Dex 15+	Your unarmed attacks shatter objects.
Earth's Embrace	General	Oriental Adventures	Improved Unarmed Strike, Improved Grapple, Str 15+.	You can crush opponents when you grapple them. This feat is called tsuchi-do in Rokugan.
Education	General	Forgotten Realms Campaign	Amn, Chessenta, Cormyr, Evermeet, Lantan, Mulhorand, Sembia, Silverymoon, Waterdeep, moon elf, sun elf.	Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more or less formal schooling.
Eidetic Memory	General	Kalamar Player's Guide	Int 15+	You can remember almost anything that you have read or seen.
Elemental Adept	General	Kalamar Player's Guide	Spellcaster level 1+	You have an affinity for one of the four elements.
Empower Construction	Psionic	Official Website	Augment Construction	You can manifest astral constructs with additional special abilities.
Empower Spell	Metamagic	Player's Handbook	None	You can cast spells to greater effect.
Empower Turning	Special	Defenders of the Faith	Ability to turn or rebuke undead, Charisma 13+, Extra Turning	You can turn or rebuke more undead with a single turning attempt.
Encode Stone	Item Creation	Psionics Handbook	Manifester level 1st+	You can create power stones, from which you or another psion can manifest the powers stored therein (see Chapter 7: Psionic Items for rules on power stones).
Endurance	General	Player's Handbook	None	You are capable of amazing feats of stamina.
Energy Admixture	Metamagic	Tome and Blood	Energy Substitution, one other metamagic feat, 5 ranks in Knowledge (arcana).	You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.
Energy Substituion	Metamagic	Tome and Blood, Magic of Faerun	Any other metamagic feat, 5 ranks in Knowledge (arcana).	You can modify a spell that uses one type of energy to use another type of energy.
Enhance Familiar: Fast	General	Kalamar Player's Guide	Have a Familiar	The familiar can add 10 feet to its primary mode of movement.
Enhance Familiar: Fly	General	Kalamar Player's Guide	Have a Familiar	The familiar can now fly.
Enhance Familiar: Greater Spell Resistance	General	Kalamar Player's Guide	Have a Familiar	The familiar's Spell Resistance increases to its master's level +10.
Enhance Familiar: Jump	General	Kalamar Player's Guide	Have a Familiar	The familiar can now jump twice as far as it usually could.
Enhance Familiar: Smart	General	Kalamar Player's Guide	Have a Familiar	The familiar gains an additional +2 to its Intelligence.
Enhance Familiar: Speak	General	Kalamar Player's Guide	Have a Familiar	The familiar gains the ability to speak.
Enhance Familiar: Toughskin	General	Kalamar Player's Guide	Have a Familiar	The familiar gains an additional +2 to its natural armor.
Enlarge Power	Metapsionic	Psionics Handbook	None	You can cast spells farther than normal.
Enlarge Spell	Metamagic	Player's Handbook	None	You can cast spells farther than normal.
Enspell Familiar	General	Dragon Magazine #280 (Feb 01)	Must have a familiar	You can cast spells on your familiar over a distance.
Envelop the Wall	Metamagic	Kalamar Player's Guide	Spellcaster level 1+	You may increase the level at which you cast a spell.
Eschew Materials	Metamagic	Tome and Blood, Magic of Faerun, Lords of Darkness	Any other metamagic feat.	You can cast spells without material components.
Ethran	General	Forgotten Realms Campaign	Female, Charisma 11+, spellcaster level 1st+, society approval, Rashemen.	You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran, the "untried."
Exotic Steed	General	Kalamar Player's Guide	Raised in Thygasha, Ehzhimahn, Slen, Tarisato, a desert, jungle or marsh.	You are proficient at handling unusual mounts.
Exotic Weapon Proficiency	General	Player's Handbook	Base attack bonus +1 or higher.	Choose a type of exotic weapon, such as dire flail or shuriken (see Table 7-4: Weapons, page 99, for a list of exotic weapons). You understand how to use that type of exotic weapon in combat.
Expert Tactician	General	Sword and Fist	Base attack bonus +3	Your tactical skill works to your advantage.
Expert Timing	General	Kalamar Player's Guide	None	You can delay your action without losing your normal initiative.
Expertise	General	Player's Handbook	Int 13+	You are trained at using your combat skill for both defense as well as offense.
Explorer	General	Kalamar Player's Guide	Raised in Cosdol, Eldor, Mendarn, the Wild Lands, any jungle, desert, marsh or unclaimed land.	You gain a +2 bonus to Wilderness Lore checks and Knowledge (nature) checks.
Extend Power	Metapsionic	Psionics Handbook	None	You can manifest powers that last longer than normal.
Extend Rage	General	Masters of the Wild	Ability to rage.	Your rage lasts longer than it normally would.
Extend Spell	Metamagic	Player's Handbook	None	You can cast spells that last longer than normal.
Extra Familiar	General	Dragon Magazine #280 (Feb 01)	Must have a familiar	You have an additional familiar.
Extra Favored Enemy	General	Masters of the Wild	Base attack bonus +5, at least one favored enemy.	You select an additional favored enemy.
Extra Music	General	Song and Silence	Bardic song ability.	You can use your bardic songs more often.
Extra Power	Psionic	Dragon Magazine #287 (Sep 01)	Manifester level 3rd+.	You can learn one more power.
Extra Rage	General	Masters of the Wild	You rage more frequently than you normally could.	You rage more frequently than you normally could.
Extra Slot	General	Tome and Blood	Spellcaster level 4th+	You can cast an extra spell.
Extra Smiting	Special	Defenders of the Faith	Class level 4+, smite ability	You can make more smite attacks.
Extra Spell	General	Tome and Blood	None	You can learn one more spell.
Extra Stunning Attacks	General	Sword and Fist	Base attack bonus +2, Stunning Fist	You gain extra stunning attacks when fighting unarmed.
Extra Turning	Special	Player's Handbook	Cleric or paladin	Extra Turning is available only to clerics and paladins. It is described in the Cleric section, on page 32, and the Paladin section, on page 42, in Chapter 3: Classes.
Extra Wild Shape	Wild	Masters of the Wild	Ability to use wild shape.	You use wild shape more frequently than you normally could.
Eyes in the Back of Your Head	General	Sword and Fist	Base attack bonus +3, Wis 19+	Your superior battle sense helps minimize the threat of flanking attacks.

Eyes of fury	General	Kalamar Player's Guide	Cha 13+	Your stern gaze causes enemies who fail a Will save (DC 10 + your Cha bonus) to become shaken for one round.
Fable Weaver	General	Kalamar Player's Guide	Perform skill	You get a +4 bonus to Perform checks when telling stories.
Falling Star Strike	General	Oriental Adventures	Improved Unarmed Strike, base attack bonus +4 or higher, Stunning Fist or monk's stunning attack, Wis 17+.	You have mastered the art of striking a nerve that blinds a humanoid opponent.
Far Shot	General	Player's Handbook	Point Blank Shot	You can get greater distance out of a ranged weapon.
Fast Armor	General	Dragon Magazine #284 (June 01)	Dex 13+	You get in and out of armor with amazing grace and alacrity
Fast Healer	General	Kalamar Player's Guide	Con 13+	You are able to recover from damage quickly.
Fast Rider	General	Dragon Magazine #285 (July 01)	Handle animal skill, Ride skill	You are a talented rider, able to get better performance from any animal you ride
Fast Wild Shape	Wild	Masters of the Wild	Ability to use wild shape.	You use wild shape more frequently than you normally could.
Faster Healing	General	Masters of the Wild	Base Fort save bonus +5.	You recover faster than others do.
Favored Critical	General	Masters of the Wild	Base attack bonus +5, at least one favored enemy.	You know how to hit your favored enemies where it hurts.
Fearless	General	Kalamar Player's Guide	None	You never consider retreat or flight from a battle.
Fearsome and Fearless	Ancestor	Oriental Adventures	Clan: Lion.	You claim descent from the first Akodo, the paragon of samurai virtue.
Fearsome Appearance	General	Kalamar Player's Guide	Cha 13+, Eyes of Fury	Your presence in battle weakens your enemies will to attack you.
Feign Weakness	General	Sword and Fist	Base attack bonus +2, Improved Unarmed Strike	You capitalize on your foe's perceptions of your unarmed status.
Fell Shot	Psionic	Psionics Handbook	Dex 13+, Point Blank Shot, Psionic Shot, base attack bonus +3 or more.	You can strike your foe with a ranged weapon as if making a touch attack.
Fey Blood	General	Kalamar Player's Guide	Human born in the Young Kingdoms (except P'Bapar), Pel Brolenon, Thybaj, Zoa or Xaarum.	You have low-light vision.
Final Breath	General	Kalamar Player's Guide	None	As you die, you can strike your enemy one last time.
Finding the Secrets	General	Kalamar Player's Guide	6 ranks in Knowledge: Monsters, Base attack bonus +9 or higher, Int 13+, Improved Critical.	Through practice or instruction, you know secrets of construction or anatomy that allow you to damage non-living or other exotic monsters.
Fist of Steel	General	Kalamar Player's Guide	Improved Unarmed Attack	Your hands are tougher than normal.
Fists of Iron	General	Sword and Fist Oriental Adventures	Base attack bonus +2, Improved Unarmed Strike	You have learned the secrets of imbuing your unarmed attacks with extra force.
Fleet of Foot	General	Song and Silence	Dex 15+, Run	You run nimbly, able to turn corners without losing momentum.
Flick of the Wrist	General	Song and Silence	Quick Draw, Dex 17+	With a single motion, you can draw a light weapon and make a devastating attack.
Flyby Attack	General	Monster Manual	Fly speed	When flying, the creature can take a move action (incl. dive) as wel as another partial action at any point during the move.
Flying Kick	General	Oriental Adventures	Str 13+, Power Attack, Improved Unarmed Strike, Jump (4 ranks).	You literally leap into battle, dealing devastating damage.
Foe Hunter	General, Fighter	Forgotten Realms Campaign	Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, the Tashalar, Tethyr, Vaasa, shield dwarf, wood elf.	In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.
Forester	General	Forgotten Realms Campaign	Chondalwood, Dalelands, the Great Dale, the High Forest, ghostwise halfling, moon elf, wild elf, wood elf.	Faerun's great forests stretch for hundreds of miles across the northlands. You are knowledgeable about the secrets of the forest and wise in its ways.
Forge Ring	Item Creation	Player's Handbook	Spellcaster Level 12th+	You can create magic rings, which have varied magical effects.
Fortify Power	Metapsionic	Dragon Magazine #287 (Sep 01)	None	You can manifest powers to greater effect.
Freezing the Lifeblood	General	Oriental Adventures	Improved Unarmed Strike, base attack bonus +5 or higher, Stunning Fist or monk's stunning attack, Wis 17+.	You can paralyze a humanoid opponent with an unarmed attack.
Giant's Toughness	General	Masters of the Wild	Base Fort save bonus +8.	You are amazingly tough.
Gifted General	Ancestor	Oriental Adventures	Clan: Crane.	Your ancestor Daidoji Yurei, an ancient daimyo of the Daidoji family, was a gifted general--the first in Rokugan to use guerilla tactics.
Glib Tongue	General	Kalamar Player's Guide	None	You gain a +4 bonus to all Bluff and Diplomacy checks that involve speaking.
Gorgeous	General	Kalamar Player's Guide	Cha 13+	Your Charisma is considered to be 2 higher when determining effects of appearance.
Grappling Block	General	Oriental Adventures	Improved Unarmed Strike, Deflect Arrows, Int 13+, Expertise, Improved Disarm, Combat Reflexes.	You can catch and pin an opponent's weapon with your bare hands.
Great Cleave	General	Player's Handbook	Str 13+, Power Attack, Cleave, Base attack bonus +4 or higher	You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.
Great Crafter	Ancestor	Oriental Adventures	Clan: Crab.	Your ancestor, Kaiu, was the first and greatest blacksmith of the Crab clan. Kaiu forged weapons which the Crab used against the Shadowlands, and gave his name to the clan's engineering school.
Great Diplomat	Ancestor	Oriental Adventures	Clan: Phoenix.	You are descended from Asako, one of the companions of the first Phoenix, a great healer, diplomat, and warrior.
Great Fortitude	General	Player's Handbook	None	You are tougher than normal.
Great Ki Shout	General	Oriental Adventures	Cha 13+, Ki Shout, base attack bonus +9 or higher	Your ki shout can panic your opponents.

Great Stamina	Ancestor	Oriental Adventures	Clan: Crane.	Your ancestor, Daidoji Masashigi, gave his life defending the Kaiu Wall alongside the Crab at the Battle of the Landbridge.
Great Sunder	Psionic	Psionics Handbook	Str 13+, Power Attack, Sunder, reserve power points 5+.	You can sense the stress points on others' weapons.
Great Teamwork	Ancestor	Oriental Adventures	Clan: Crab.	You are a descendant of Hida Banuken, the Crab champion who oversaw the construction of the Kaiu Wall during the Battle of the Cresting Wave.
Greater Power Penetration	Psionic	Psionics Handbook	Power Penetration	Your powers are especially potent, breaking through power resistance more readily than normal.
Greater Resiliency	General	Masters of the Wild	Damage reduction as a class feature or innate ability.	Your extraordinary resilience to damage increases.
Greater Spell Focus	General	Forgotten Realms Campaign	Spell Focus	Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are even more potent than normal.
Greater Spell Penetration	General	Forgotten Realms Campaign	Spell Penetration	Your spells are especially potent, defeating spell resistance more readily than normal.
Greater Two-Weapon Fighting	General	Masters of the Wild	Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.	You are a master at fighting two-handed.
Green Ear	General	Song and Silence	Bardic music, Perform skill (10+ ranks).	Your bardic music affects animate plants and plant-creatures.
Guardian	General	Kalamar Player's Guide	None	Your character can use her shield to protect an adjacent 5-foot square.
Hammer and Anvil	General	Kalamar Player's Guide	Both characters using the feat must have it.	You and an ally work well together in combat.
Hamstring	General	Song and Silence	Base attack +4, sneak attack ability.	You can wound your opponents' legs, hampering their movement.
Hardiness	General	Kalamar Player's Guide	Toughness	Your system resists venom and toxins.
Heighten Power	Metapsionic	Psionics Handbook	None	You manifest a power as if it were a higher level than it actually is.
Heighten Spell	Metamagic	Player's Handbook	None	You can cast a spell as if it were higher level than it actually is.
Heighten Turning	Divine	Defenders of the Faith	Cha 13+, Extra Turning	You can affect more powerful undead with your turning or rebuking attempts.
Hide Power	Metapsionic	Psionics Handbook	None	You can manifest powers without a telltale display.
Hill Fighter	General	Dragon Magazine #285 (July 01)	Base attack bonus +2	You are skilled at fighting from higher ground.
Hold the Line	General	Sword and Fist	Base attack bonus +2, Combat Reflexes	You are trained in defensive techniques against charging opponents.
Honest Merchant	Ancestor	Oriental Adventures	Clan: Scorpion.	Your ancestor, Bayushi Tesaguri, was the son of Bayushi Junzen, Scorpion Clan Champion. He did not trust the Yogo family, so he gave three of the Black Scrolls of Fu Leng to his son, Tesaguri. Tesaguri, however, betrayed this trust by selling the Scrolls to the Phoenix clan – and paid for his crime with his life.
Horse Nomad	General, Fighter	Forgotten Realms Campaign	Hordelands, the Shaar, Vaasa (the Ride only)	You have been raised in a culture that relies upon riding and shooting for survival.
Iaijutsu Master	Ancestor	Oriental Adventures	Clan: Crane.	You are not only descended from Kakita, the greatest duelist ever to have lived, but you share a karmic tie to his spirit.
Immovability	General	Kalamar Player's Guide	None	You are hard to trip or knock down.
Improve Cover	General	Kalamar Player's Guide	None	You know how best to use cover to defend yourself.
Improved Aid	Ancestor	Oriental Adventures	Clan: Crab.	You are descended from Hida Tadaka, the great Crab daimyo who gave his life to avert a war between his clan and the Lion.
Improved Bull Rush	General	Player's Handbook	Str 13+, Power Attack	You know how to push opponents back.
Improved Counterspell	General	Forgotten Realms Campaign	None	You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.
Improved Critical	General	Player's Handbook	Proficient with weapon, Base attack bonus +8 or higher	Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.
Improved Disarm	General	Player's Handbook	Int 13+, Expertise	You know how to disarm opponents in melee combat.
Improved Familiar	General	Forgotten Realms Campaign	Ability to acquire a new familiar, compatible alignment	So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.
Improved Flight	General	Masters of the Wild	Ability to fly (naturally, magically, or through shapechanging).	You gain greater maneuverability when flying than you would normally have.
Improved Flying	General	Dragon Magazine #289 (Nov 01)	Base attack Bonus +11, Dex 13+	You can fly better than average.
Improved Grapple	General	Oriental Adventures	Improved Unarmed Strike.	You are skilled in martial arts that emphasize holds and throws.
Improved Initiative	General	Player's Handbook	None	You can react more quickly than normal in a fight.
Improved Low Blow	General	Dragon Magazine #285 (July 01)	Dodge, Mobility, Low Blow, base attack bonus +4 or higher	You are especially good at using the Low Blow feat.
Improved Mounted Archery	General	Dragon Magazine #285 (July 01)	Ride skill, Mounted Combat, Mounted Archery	You make ranged attacks from a mount almost as well as you can from the ground.
Improved Overrun	General	Sword and Fist	Expertise, Improved Bull Rush, Improved Trip, Str 13+, Power Attack	You are trained in knocking over opponents that are smaller than you.
Improved Psicrystal	Psionic	Psionics Handbook	None	You can impant another personality fragment in your psicrystal.
Improved Shield Bash	General	Defenders of the Faith	Power Attack	You can push opponents back by bashing them with your shield.
Improved Subdual	General	Kalamar Player's Guide	Proficient with chosen weapon	You can subdue opponents in melee.
Improved Sunder	General	Sword and Fist	Base attack bonus +2, Sunder	You are adept at placing your attacks precisely where you want them to land.
Improved Swimming	General	Masters of the Wild	Swim 6 ranks.	You swim faster than you normally could.
Improved Trip	General	Player's Handbook	Int 13+, Expertise	You are trained not only in tripping opponents but in following through with an attack.
Improved Two-Weapon Fighting	General	Player's Handbook	Two-Weapon Fighting, Ambidexterity, Base attack bonus +9 or higher	You are an expert in fighting two-handed.

Improved Unarmed Strike	General	Player's Handbook	None	You are skilled at fighting while unarmed.
Inertial Armor	Psionic	Psionics Handbook	Reserve power points +1	Your mind instinctively generates a field of protective energy.
Inheritance	General	Kalamar Player's Guide	None	You gain an additional 200 gp (or the equivalent in gems or jewelry) at character creation.
Innate Spell	General	Forgotten Realms Campaign, Tome and Blood	Quicken Spell, Silent Spell, Still Spell	You have mastered a spell so thoroughly you can now cast it as a spell-like ability.
Inner Fortitude	Psionic	Official Website	Inner Strength	You can trade the ability to manifest a power for increased power points.
Inner Strength	Psionic	Psionics Handbook	None	You have more power points than normal.
Inscribe Rune	Item Creation	Forgotten Realms Campaign	Intelligence 13+, appropriate Craft skill, divine spellcaster level 3rd+.	You can create magic runes that hold spells until triggered.
Insidious Magic	Metamagic	Forgotten Realms Campaign	Shadow Weave Magic	You can use the Shadow Weave to make your spells harder for Weave users to detect. All creatures employing spells or spell-like abilities are considered to be Weave users unless they possess the Shadow Weave Magic feat.
Instant Stand	General	Kalamar Player's Guide	None	You can stand as a free action instead of a partial action.
Instantaneous Rage	General	Masters of the Wild	Ability to rage.	You activate your rage instantly.
Intimidating Rage	General	Masters of the Wild	Ability to rage.	Your rage engenders fear in your opponents.
Iron Touch of Kruk-Ma-Kali	General	Kalamar Player's Guide	Kargi, Kors, Krangi, or Sil-Karg	You have learned to strengthen weak areas of the body.
Iron Will	General	Player's Handbook	None	You have a stronger will than normal.
Irresistible Spell	Metamagic	Kalamar Player's Guide	Spellcaster level 7+, Envelope the Wall, Maximize Spell	Spells that you cast that normally allow a saving throw do not allow a saving throw.
Islander	General	Kalamar Player's Guide	Raised in Malavla, Shyff, Aasaer, Baethel, Ardarr-Norr or Saaniema	You gain +2 to Swim checks and gain +4 to checks in Profession (sailor).
Jack of All Trades	General	Song and Silence	Character level 8th+	You've picked up a smattering of even the most obscure skills.
Kami's Intuition	Ancestor	Oriental Adventures	Clan: Unicorn.	You are descended from Shinjo, the first Unicorn, the kindest and most compassionate of the kami.
Karmic Strike	General	Oriental Adventures	Dex 13+, Dodge.	You have learned to strike when your opponent is most vulnerable: at the same instant your opponent strikes you. This feat is also called ai uchi.
Karmic Twin	Ancestor	Oriental Adventures	Clan: Scorpion.	You are descended from Bayushi, the first Scorpion, whose love for his daughter proved his final downfall.
Keen Intellect	Ancestor	Oriental Adventures	Clan: Dragon, Phoenix.	You are descended from Agasha, the founder of the original Dragon shugenja school, a shugenja known for her keen intellect and powers of observation.
Ki Shout	General	Oriental Adventures	Base attack bonus +1 or higher, Cha 13+.	You can bellow forth a ki-empowered shout that strikes terror into your enemies.
Knock Prone	General	Kalamar Player's Guide	Str 13+, Power Attack	Your powerful onslaught knocks your enemy down in battle.
Knock-Down	General	Sword and Fist	Base attack bonus +2, Improved Trip, Str 15+	Your mighty blows can knock foes off their feet.
Know Your Enemy	General	Kalamar Player's Guide	Wis 13+, Patience	You can learn your opponent's fighting style and take advantage of weaknesses.
Leadership	General	Dungeon Master's Guide	Character Level 6+	You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.
Legacy	General	Kalamar Player's Guide	Iron Will	You are treated as 2 levels higher for your ability to resist spells dependent on level.
Light-footed	General	Kalamar Player's Guide	None	Your feet seem barely to touch the ground.
Lightning Fists	General	Sword and Fist	Monk level 4th+, Dex 15+	Your skill and agility allow you to attempt a series of blindingly fast blows.
Lightning Reflexes	General	Player's Handbook	None	You have faster than normal reflexes.
Like Mind	General	Kalamar Player's Guide	Both characters using the feat must have it.	You have a close empathic link with another character.
Lingering Song	General	Song and Silence	Bardic song ability	Your bardic music stays with the listeners long after the last note is sung.
Linguist	General	Kalamar Player's Guide	Int 13+	You have a knack for learning languages.
Lion Spy	Ancestor	Oriental Adventures	Clan: Lion.	Your ancestor, Akodo Shinju, was the greatest spy of the Lion clan.
Lone Wolf	General	Kalamar Player's Guide	None	You are independent and survive well on your own.
Low Blow	General	Dragon Magazine #285 (July 01)	Dodge, Mobility, base attack bonus +4 or higher	You can get underfoot and attack creatures larger than you.
Loyalty's Reward	General	Kalamar Player's Guide	Leadership feat or a follower of a character with Leadership	You have access to special organization specifc feats.
Luck of Heroes	General	Forgotten Realms Campaign	Aglarond, Dalelands, Tethyr, the Vast	Your land is known for producing heroes. Through pluck, determination, and resilience, your people survive when no one expects them to come through.
Luck of Heroes	Ancestor	Oriental Adventures	Clan: Crab.	You are descended from the quick-footed and quick-witted Hiruma, the archetypal hunter and scout.
Magic in the Blood	Ancestor	Oriental Adventures	Clan: Unicorn.	You claim a karmic link with Iuchi, one of the most resourceful shugenjas in early Rokugan.
Magical Affinity	General	Kalamar Player's Guide	Int 13+; and Raised in Cosdol or Pel Brolenon; or Gray Elf, High Elf, Golden Halfling.	You know and can cast one 0th-level spell per each point of your Intelligence modifier, per day.
Magical Artisan	General	Forgotten Realms Campaign	Any item creation feat	You have mastered the method of creating a certain kind of magic item.

Magical Artisan	Ancestor	Oriental Adventures	Clan: Crane.	You are descended from Asahina Yajinden, a shugenja of the Crane clan who became the greatest lieutenant of the dread sorcerer Iuchiban. Yajinden abused his power, creating the Bloodswords and other evil magic items used by the armies of Iuchiban.
Magical Training	General	Forgotten Realms Campaign	Intelligence 10+, Halruaa.	You come from Halruaa, a half-legendary land where basic magic is taught to all with the aptitude for it. Every crafter and laborer, it seems, knows a cantrip or two to ease her work.
Magically Adept	General	Dragon Magazine #291 (Jan 02)	Gnome, Intelligence 10+.	Your innate magical abilities manifested in a slightly different manner than they do for most gnomes.
Magistrate's Mind	Ancestor	Oriental Adventures	Clan: Scorpion.	You claim descent from Soshi Saibankan, a great Scorpion judge who helped establish the Empire's institution of Emerald Magistrates.
Mantis Leap	General	Sword and Fist	Monk level 7th+, 5 ranks in Jump	You deliver a powerful attack after making a jump.
Many Masks	Ancestor	Oriental Adventures	Clan: Scorpion.	You are descended from Shosuro Furuyari, an important Scorpion playwright.
Martial Weapon Proficiency	General	Player's Handbook	None	Choose a type of martial weapon, such as longbow (see Table 7-4: Weapons, pages 98-99, for a list of martial weapons). You understand how to use that type of martial weapon in combat.
Master Discipline	Psionic	Official Website	Extra Power, Manifester level 3rd+	You can learn one additional power from your primary discipline.
Master Dorje	Metapsionic	Psionics Handbook	None	You can manifest a dorje's power with power points.
Maximize Power	Metapsionic	Psionics Handbook	None	You can manifest powers to maximum effect.
Maximize Spell	Metamagic	Player's Handbook	None	You can cast spells to maximum effect.
Meditate	General	Kalamar Player's Guide	Wis 13+	Your character draws upon insight and intuition for vital attacks.
Mental Adversary	Psionic	Psionics Handbook	Cha 13+	You can make exceptionally strong psionic attacks.
Mental Leap	Psionic	Psionics Handbook	Str 13+, 6 ranks of the Jump skill, reserve power points 3+	You can make amazing jumps.
Mercantile Background	General	Forgotten Realms Campaign	Impiltur, Lake of Steam, Lantan, Sembia, the Tashalar, Tethyr, Thesk, the Vast, deep gnome, gray dwarf.	Powerful trading costers and craft guilds control the wealth and commerce of Faerun's lands. You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.
Metacreative	Psionic	Psionics Handook	Any item creation feat	You supplement your craft with psionic inspiration.
Militia	General	Forgotten Realms Campaign	Dalelands, Impiltur, Luiren, strongheart halfling.	You served in a local militia, training with weapons suitable for use on the battlefield.
Mind Blind	Psionic	Dragon Magazine #287 (Sep 01)	Psychic Bastion.	Your mind becomes partially closed off to psionic combat.
Mind Like Water	General	Kalamar Player's Guide	None	You gain a +4 bonus to Sense Motive checks.
Mind over Body	General	Forgotten Realms Campaign	Calimshan, Thay, moon elf, sun elf.	The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.
Mind Trap	Psionic	Psionics Handbook	Psychic Bastion	You can punish psionic attackers.
Miser With Magic	Metamagic	Kalamar Player's Guide	Spellcaster level 7+	You can make a Spellcraft roll to retain the use of a spell after you cast it.
Mobility	General	Player's Handbook	Dex 13+, Dodge	You are skilled at dodging past opponents and avoiding blows.
Monkey Grip	General	Sword and Fist	Base attack bonus +3, Weapon Focus with the appropriate weapon, Str 13+	You use a wider variety of sizes of weapons.
Mounted Archery	General	Player's Handbook	Ride skill, Mounted Combat	You are skilled at using ranged weapons from horseback.
Mounted Combat	General	Player's Handbook	Ride skill	You are skilled in mounted combat.
Movement Check	General	Kalamar Player's Guide	None	You can stop a charging or running foe.
Multiattack	General	Monster Manual, Masters of the Wild	Three or more natural weapons	The creature is adept at using all its natural weapons at once.
Multicultural	General	Song and Silence	Speak Language (of your chosen race).	You blend in with members of another race.
Multidexterity	General	Monster Manual	Dex 15+, three or more arms	The creature is adept at using all its hands in combat.
Multiple Head Casting	General	Official Website	Naturally possess two or more independently intelligent heads.	You take advantage of an extra head to cast spells.
Multiweapon Fighting	General	Monster Manual	Three or more hands	A creature with three or more hands can fight with a weapon in each hand. The creature can make one extra attack each round with each extra weapon.
Musical Ear	General	Kalamar Player's Guide	Perform skill	You get a +4 bonus to Perform when playing your selected instrument.
Natural Engineer	General	Kalamar Player's Guide	4 Ranks Knowledge (architecture and engineering), 4 Ranks Profession (engineer).	You are particularly good at designing and building things.
Natural Mathematician	General	Kalamar Player's Guide	Literate	The character gains a +4 bonus on all skill uses that involve numbers.
Natural Spell	Wild	Masters of the Wild	Ability to use *wild shape*, Wix 13+	You cast spells while in a wild shape.
Natural Swimmer	General	Kalamar Player's Guide	None	Your character gains a +4 bonus on all Swim checks and can hold her breath for a number of rounds equal to four times her Constitution score.
Noble Bearing	General	Kalamar Player's Guide	Noble blood, Cha 13+ or Cha 13+, Wis 13+ with frequent observation of nobility.	You gain a +2 bonus to Diplomacy and Intimidate checks.
Noble Pride	General	Kalamar Player's Guide	Human born in the current or former Kalamaran Empire.	You gain a +2 bonus to saves against any fear effects.
Nobody's Fool	General	Dragon Magazine #285 (July 01)	Wisdom 13+	You naturally think of things in the most efficient way possible and tend to react to situations more gracefully and rapidly than most people.

Off-Hand Parry	General	Sword and Fist Masters of the Wild	Base attack bonus +3, Ambidexterity, Dex 13+, Two-Weapon Fighting, proficiency with weapon	You use your off-hand weapon to defend against melee attacks.
Oni's Bane	Ancestor	Oriental Adventures	Clan: Phoenix.	Your ancestor, Isawa Akuma, was a Phoenix shugenja who sought to understand the mystery of identity. Venturing into the Shadowlands, he lost his own identity to an oni.
Overpower	Metapsionic	Official Website	Fortify Power	You can manifest a power at twice its normal effect.
Pain Touch	General	Sword and Fist Oriental Adventures	Base attack +2, Stunning Fist or monk's stunning attack, Wis 19+	You cause intense pain in an opponent with a successful stunning attack.
Patience	General	Kalamar Player's Guide	Wis 13+	You are adept at taking the initiative without going first.
Pernicious Magic	Metamagic	Forgotten Realms Campaign	Shadow Weave Magic	You can use the Shadow Weave to make your spells harder for Weave users to counter. Any creature using a spell, spell-like ability, or magic item without the Shadow Weave Magic feat is considered to be a Weave user.
Persistent Power	Metapsionic	Psionics Handbook	None	You make one of your powers last all day.
Persistent Spell	Metamagic	Forgotten Realms Campaign, Tome and Blood	Extend Spell	You make one of your spells last all day.
Persuasive	General	Song and Silence	None	You could sell tindertwig hats to a troll.
Phalanx Fighting	General, Fighter	Lords of Darkness	None	You are trained in fighting in close formation with your allies.
Pilgrim	General	Kalamar Player's Guide	5 ranks in Knowledge (Religion)	Your piety grants you a measure of protection from your enemies.
Pin Shield	General	Sword and Fist	Base attack bonus +4, Two-Weapon Fighting	You know how to get inside your opponent's guard by pinning his shield out of the way.
Plant Control	General	Masters of the Wild	Plant Defiance, ability to cast *speak with plants*.	You channel the power of nature to drive off plant creatures.
Plant Defiance	General	Masters of the Wild	Ability to cast *detect animals or plants*.	You channel the power of nature to drive off plant creatures.
Point Blank Shot	General	Player's Handbook	None	You are skilled at making well-placed shots with ranged weapons at close range.
Polyglot	General	Kalamar Player's Guide	Int 13+	You may learn languages for 1 skill point each if the new language shares an alphabet with a language you already know.
Power Attack	General	Player's Handbook	Str 13+	You can make exceptionally powerful melee attacks.
Power Attack: Shadowlands	Ancestor	Oriental Adventures	Clan: Crab.	You are descended from Kaiu Gineza, the engineer who not only helped construct the tomb of Iuchiban, but also remained in the tomb to set the last trap.
Power Attack-Iaijutsu	Ancestor	Oriental Adventures	Clan: Crane.	Your ancestor, Kakita Rensei, was a renowned duelist whose strength was legendary.
Power Critical	General	Masters of the Wild	Improved Critical with weapon, base attack bonus +12, proficient with weapon	Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.
Power Penetration	Psionic	Psionics Handbook	None	Your powers are especially potent, breaking through power resistance more readily than normal.
Power Specialization	Psionic	Dragon Magazine #287 (Sep 01)	Weapon Focus (ray), Manifester level 4th+.	You deal more damage with ray powers.
Power Touch	Psionic	Psionics Handbook	Str 13+, Psionic Fist	You can make power-enhanced attacks of opportunity.
Powerful Voice	Ancestor	Oriental Adventures	Clan: Unicorn.	You are karmically linked to Utaku, Shinjo's most trusted lieutenant and devoted bodyguard.
Precise Shot	General	Player's Handbook	Point Blank Shot	You are skilled at timing and aiming ranged attacks.
Prone Attack	General	Sword and Fist Oriental Adventures	Base Attack +2, Dex 15+, Lightning Reflexes	You attack from a prone position without penalty.
Proportinate Wild Shape	Wild	Masters of the Wild	Ability to use *wild shape*, natural form neither Small or Medium-size.	You use wild shape to become animals of your own size, even if your wild shape ability would normally exclude that size category.
Psionic Body	Psionic	Psionics Handbook	None	n/a
Psionic Charge	Psionic	Psionics Handbook	Wis 13+, Speed of Thought, reserve power points 3+.	You can charge in a crooked line.
Psionic Defense	Psionic	Dragon Magazine #287 (Sep 01)	Choose a psionic discipline, such as Telepathy.	You can resist powers from that school better than normal.
Psionic Dodge	Psionic	Psionics Handbook	Dex 13+, Dodge, reserve power points 5+	You are proficient at dodging blows.
Psionic Energy Admixture	Metapsionic	Dragon Magazine #287 (Sep 01)	Psionic Energy Substitution (one other), one other metapsionic feat, 5 ranks in Knowledge (psionics).	You can modify a power that uses one type of energy to mix in an equal amount of another type of energy.
Psionic Energy Substitution	Metapsionic	Dragon Magazine #287 (Sep 01)	Any other metapsionic feat, 5 ranks in Knowledge (psionics).	You can modify a power that uses one type of energy to use another type of energy.
Psionic Fist	Psionic	Psionics Handbook	Str 13+	You can charge your unarmed strikes with additional damage potential.
Psionic Focus	Psionic	Psionics Handbook	None	Your powers within your primary discipline are more potent than normal.
Psionic Metabolism	Psionic	Psionics Handbook	Con 13+, Rapid Metabolism	Your wounds heal especially rapidly.
Psionic Shot	Psionic	Psionics Handbook	Dex 13+, Point Blank Shot.	You can charge your ranged attacks with additional damage potential.
Psionic Weapon	Psionic	Psionics Handbook	Stre 13+, Power Attack	You can charge your melee weapon with additional damage potential.
Psychic Bastion	Psionic	Psionics Handbook	None	You can raise a fortified defense against psionic attacks.
Psychic Inquisitor	Psionic	Psionics Handbook	Cha 13+, Psychoanalyst	You know when others lie.
Psychoanalyst	Psionic	Psionics Handbook	Cha 13+	Your knowledge of the mind gives you influence with others.

Push	General	Kalamar Player's Guide	Str 13+, Power Attack	Your forceful blows push opponents aside.
Pyro	General	Song and Silence	None	You're good at lighting things on fire.
Quick Dismount	General	Kalamar Player's Guide	Mounted Combat	Dismounting from a horse or other steed is a free action for your character.
Quick Draw	General	Player's Handbook	Base attack bonus +1 or higher	You can draw weapons with startling speed.
Quicken Power	Metapsionic	Psionics Handbook	None	You can manifest a power with a moment's thought.
Quicken Spell	Metamagic	Player's Handbook	None	You can cast a spell with a moment's thought.
Quicken Turning	Special	Defenders of the Faith	Ability to turn or rebuke undead, Charisma 13+, Extra Turning.	You can turn or rebuke undead with a moment's thought.
Quicker Than the Eye	General	Song and Silence	Dexterity 19+	Your hands can move so quickly that observers miss it if they blink.
Ram	General	Kalamar Player's Guide	None	You are adept at forcing your way through your opponents.
Ranged Disarm	General	Dragon Magazine #274	Point Blank Shot, Precise Shot, Dex 13+, base attack +5 or higher	You can disarm from a distance.
Ranged Pin	General	Dragon Magazine #275	Point Blank Shot, Precise Shot, Dex 13+, Base attack bonus +5 or higher	You can perform a ranged grapple attack against an opponent by pinning a bit of clothing to a nearby surface.
Ranged Sunder	General	Dragon Magazine #275	Point Blank Shot, Precise Shot, Ranged Pin, Dex 13+, base attack bonus +5 or higher.	You can attack an opponent's weapon from a distance.
Rapid Metabolism	Psionic	Psionics Handbook	Con 13+	Your wounds heal rapidly.
Rapid Ready	General	Kalamar Player's Guide	None	You prepare for battle quickly.
Rapid Reload	General	Sword and Fist	Base attack bonus +2, proficiency with the crossbow used	You reload a cross-bow more quickly than normal.
Rapid Shot	General	Player's Handbook	Dex 13+, Point Blank Shot	You can use ranged weapons with exceptional speed.
Reach Power	Metapsionic	Dragon Magazine #287 (Sep 01)	Enlarge Power	You can manifest a power with a range of "touch" at a distance.
Reach Spell	Metamagic	Defenders of the Faith	None	You can cast touch spells without touching the spell recipient.
Reactive Counterspell	General	Magic of Faerun	Improved Counterspell, Improved Initiative.	You can react quickly to counter spells cast by opponents.
Regal Bearing	General	Kalamar Player's Guide	Noble Bearing feat, Cha 13+	You gain a +4 bonus to Diplomacy and Intimidate checks.
Remain Conscious	General	Sword and Fist, Oriental Adventures	Base attack bonus +2, Endurance, Iron Will, Toughness	You have a tenacity of will that supports you even when things look bleak.
Repeat power	Metapsionic	Dragon Magazine #287 (Sep 01)	Any other metapsionic feat.	You can manifest a power that repeats the following round.
Repeat Spell	Metamagic	Tome and Blood	Any other metamagic feat.	You can cast a spell that repeats the following round.
Requiem	General	Song and Silence	Bardic music, Perform skill (12+ ranks).	Your bardic music affects undead creatures.
Resculpt Mind	Psionic	Dragon Magazine #287 (Sep 01)	Psion only, manifester level 3rd+	You gain a metapsionic feat instead of a psionic combat mode.
Resist Disease	General	Masters of the Wild	None	You have developed a natural resistance to diseases.
Resist Poison	General	Masters of the Wild	None	You have built up an immunity to the effects of poisons by exposing yourself to controlled doses of them.
Resist Poison	General	Forgotten Realms Campaign	Gray dwarf, half-orc, orc.	Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects. A few are thereby weakened, but the strong adjust.
Resist Poison	Ancestor	Oriental Adventures	Clan: Dragon.	Your ancestor, Agasha Kitsuki, founded the fourth family of the Dragon clan and a school for magistrates renowned for teaching skills of investigation and deduction.
Resist Taint	Ancestor	Oriental Adventures	Clan: Crab.	You are descended from Kuni, the founder of the Kuni family, a scholar of--and mighty warrior against--the Shadowlands.
Resistance to Energy	General	Masters of the Wild	Base Fort save bonus +8.	You channel the power of nature to resist a particular energy type (fire, cold, electricity, acid, or sonic).
Return Shot	Psionic	Psionics Handbook	Dex 13+, Point Blank Shot, Psionic Shot, reserve power points +5	You can return incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.
Ride-By Attack	General	Player's Handbook	Ride skill, Mounted Combat	You are skilled at fast attack from horseback.
Roundabout Kick	General	Oriental Adventures	Str 15+, Power Attack, Improved Unarmed Strike.	You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.
Run	General	Player's Handbook	None	You are fleet of foot.
Sacred Spell	Metamagic	Defenders of the Faith	None	Your damaging spells are imbued with divine power.
Saddleback	General, Fighter	Forgotten Realms Campaign	Cormyr, Hordelands, Narfell, the North, Western Heartlands.	Your people are as comfortable riding as walking.
Saddleback	Ancestor	Oriental Adventures	Clan: Unicorn.	You have a unique karmic tie to Moto Chai, one of the greatest riders ever to live, even by Unicorn standards.
Sanctum Spell	Metamagic	Tome and Blood	Any other metamagic feat	Your spells have a home ground advantage.
Scathing Wit	General	Dragon Magazine #291 (Jan 02)	None	You are particularly gifted in the art of hurling insults.
Scent	Wild	Masters of the Wild	Ability to use wild shape to become a wolf, Wis 11.	Your olfactory senses are as sharp as the wolf's.
Scholar	General	Kalamar Player's Guide	Literacy	All Knowledge skills become class skills for you.
Scholar of Nature	Ancestor	Oriental Adventures	Clan: Phoenix.	You are descended from Asako Hanasaku, a great scholar who threw himself into the study of medicine, herbs, and poison.
Scribe Scroll	Item Creation	Player's Handbook	Spellcaster Level 1st+	You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the *Dungeon Master's Guide* for rules on scrolls.
Scribe Tattoo	Item Creation	Psionics Handbook	Manifester Level 3+	You can create psionic tattoos, also called psionic circuits, which store psionic powers within their designs (see Chapter 7: Psionic Items for rules on psionic tattoos).
Sculpt Power	Metapsionic	Dragon Magazine #287 (Sep 01)	Any other metapsionic feat.	You can alter the shape of a power's area.
Sculpt Spell	Metamagic	Tome and Blood	Any other metamagic feat.	You can alter the shape of a spell's area.

Sea Legs	Ancestor	Oriental Adventures	Clan: Crab.	You are descended from Yasuki Fumoki, a notorious pirate who preyed on Crane merchant ships off the coast.
Sense Danger	Psionic	Kalamar Player's Guide	Elos, Khydoban, Torakk or Golden Halfling.	You know when an enemy is observing you.
Shadow	General	Masters of the Wild	None	You have a better chance than most to trail someone unnoticed.
Shadow Weave Magic	General	Forgotten Realms Campaign	Wisdom 13+ or patron deity Shar	You have discovered the dark and dangerous secret of the Shadow Weave.
Shapechanger	General	Kalamar Player's Guide	Wis 13+, Spellcaster level 5+	You adapt quickly to forms not your own.
Sharp-Shooting	General	Sword and Fist	Base attack bonus +3, Point Blank Shot, Precise Shot	Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.
Shield Charge	General	Defenders of the Faith	Power Attack, Improved Shield Bash.	You deal extra damage if you use your shield as a weapon when charging.
Shield Proficiency	General	Player's Handbook	None	You are proficient with shields.
Shield Specialization	General	Kalamar Player's Guide	Shield Proficiency	You are highly skilled in the use of a shield.
Shield-Expert	General	Sword and Fist	Base attack bonus +3, shield proficiency	You use a shield as an off-hand weapon while retaining its armor bonus.
Shock resistant	General	Kalamar Player's Guide	Undying, Con 13+	Your character does not need to make a Fortitude save to resist death from massive damage.
Shot On The Run	General	Player's Handbook	Dex 13+, Point Blank Shot, Dodge, Mobility	You are highly trained in skirmish ranged weapon tactics.
Signature Spell	General	Forgotten Realms Campaign	Spell Mastery	You are so familiar with a mastered spell that you can convert other prepared spells into that spell.
Silent Spell	Metamagic	Player's Handbook	None	You can cast spells silently.
Silver Palm	General	Forgotten Realms Campaign	Amn, Dragon Coast, Great Dale, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach, gold dwarf, gray dwarf.	Your culture is based on haggling and the art of the deal.
Silver Tongue	Ancestor	Oriental Adventures	Clan: Lion.	You are descended from one of the last remaining Lion spirits, the Kitsus, who eventually allied with the Lions and founded their shugenja school.
Simple Weapon Proficiency	General	Player's Handbook	None	You understand how to use all types of simple weapons in combat (see Table 7–4, page 98).
Sisterhood of Arms	General	Kalamar Player's Guide	Tharggy	Your character gains a +1 circumstance bonus on attack rolls for each other attacker who has this feat and is engaged in melee combat with the same opponent.
Skeptic	General	Kalamar Player's Guide	None	Your character gains a +4 circumstance bonus to saving throws against phantasms.
Skill Focus	General	Player's Handbook	None	Choose a skill, such as Move Silently. You have a special knack with that skill.
Skill Prodigy	General	Kalamar Player's Guide	None	You may learn skills normally unavailable to you.
Smashing Blow	General	Kalamar Player's Guide	Str 13+, Power Attack, Sunder	You can generate explosive power when attempting to break objects.
Smooth Talk	General	Forgotten Realms Campaign	Luiren, Silverymoon, Thesk, Waterdeep, gold dwarf, lightfoot halfling.	Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.
Smooth Talk	Ancestor	Oriental Adventures	Clan: Dragon.	Your ancestor, Mirumoto Kaijuko, was the first woman to become daimyo of the Mirumoto family. At the age of 16, she defeated her uncle in a duel to claim leadership of the family.
Snake Blood	General	Forgotten Realms Campaign	Chult, the Tashalar, the Vilhon Reach (Hlondeth only).	The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more--or less--than entirely human.
Snatch	General	Masters of the Wild	Access to a form with either claws or bite as natural weapons.	You can grapple more easily with your claws or bite.
Snatch Arrows	General	Sword and Fist	Base attack bonus +3, Deflect Arrows, Dex 15+, Improved Unarmed Strike	You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.
Snatch Weapon	General	Song and Silence	Improved Disarm	You can disarm an opponent, then pluck the weapon from midair.
Soul of Honor	Ancestor	Oriental Adventures	Clan: Unicorn.	Your ancestor Shinjo Martera, the firstborn son of Shinjo, was the living incarnation of bushido for the Unicorn, utterly without fault or failing.
Soul of Loyalty	Ancestor	Oriental Adventures	Clan: Dragon.	Your ancestor, Mirumoto Tokeru, was renowned for his loyalty to his twin brother, Ryudumu.
Soul of Sincerity	Ancestor	Oriental Adventures	Clan: Scorpion.	You are descended from the famous Scorpion daimyo Bayushi Tangen, author of Lies and Little Truths.
Speaking Wild Shape	Wild	Masters of the Wild	Ability to use wild shape, Int 13.	While in wild shape, you can communicate with animals or elementals of the same kind as your current form.
Speed of Thought	Psionic	Psionics Handbook	Wis 13+, reserve power points 1+.	You move faster.
Spell Dodge	General	Kalamar Player's Guide	None	Your character is adept at avoiding magical rays and similar effects.
Spell Focus	General	Player's Handbook	None	Choose a school of magic, such as Illusion. Your spells of that school are more potent than normal.
Spell Girding	General	Magic of Faerun	None	Your spells are particularly hardy, resisting dispel checks more readily than normal.
Spell Mastery	Special	Player's Handbook	Wizard	Spell Mastery is available only to wizards. It is described on page 54 in Chapter 3: Classes.
Spell Penetration	General	Player's Handbook	None	Your spells are especially potent, breaking through spell resistance more readily than normal.

Spell Power	Ancestor	Oriental Adventures	Clan: Crab.	Your lineage traces back to the young shugenja Kuni Osaku, who single-handedly held off a massive army of oni at the Battle of the Cresting Wave. Her spell summoned a tsunami and made the Seigo no Kamae river impassible for seventy-three days while the Crab built the Kaiu Wall, but its powerful magic cost Osaku her life.
Spell Specialization	General	Tome and Blood	Weapon Focus (ray or energy missile spells), spellcaster level 4th+	You deal more damage with ray or energy missile spells.
Spell Thematics	General	Magic of Faerun	Must be able to cast at least one Illusion spell.	Your spells have a distinct visual or auditory effect in their manifestation.
Spellcaster Support	Ancestor	Oriental Adventures	Clan: Phoenix.	Your ancestor, Shiba Kaigen, was a samurai who used his knowledge of spellcraft to help defend a mountain pass from a Lion invasion.
Spellcasting Prodigy	General	Forgotten Realms Campaign	None	You have an exceptional gift for magic.
Spellfire Wielder	General	Magic of Faerun	None	You are one of the rare people who have the innate talent to control raw magic in the form of spellfire.
Spirited Charge	General	Player's Handbook	Ride skill, Mounted Combat, Ride-By Attack	You are trained at making a devastating mounted charge.
Split Psionic Ray	Psionic	Dragon Magazine #287 (Sep 01)	Any other metapsionic feat.	You can affect two targets with a single ray.
Split Ray	Metamagic	Tome and Blood	Any other metamagic feat.	You can affect two targets with a single ray.
Spring Attack	General	Player's Handbook	Dex 13+, Dodge, Mobility, Base attack bonus +4 or higher	You are trained in fast melee attacks and fancy footwork.
Sprint	General	Kalamar Player's Guide	None	You are capable of amazing bursts of speed.
Stand Still	Psionic	Psionics Handbook	Str 13+, reserve power points 1+.	You can prevent foes from fleeing or closing.
Stately Demeanor	General	Kalamar Player's Guide	Cha 14+, 6 ranks in Knowledge (History) or Knowledge (Nobility and royalty).	The character gains a +4 bonus when using the Intimidate skill to impress others.
Steadfast	General	Kalamar Player's Guide	Con 13+, Raised in Baethel or Paru'Bor	Your character is able to hold his position against the raging winds.
Stealthy	General	Forgotten Realms Campaign	Drow elf, half-orc, ghostwise halfling, lightfoot halfling, strongheart halfling.	Your people are known for their stealthiness.
Still Spell	Metamagic	Player's Handbook	None	You can cast spells without gestures.
Stoic Composure	General	Dragon Magazine #284 (June 01)	Con 13+, Endurance, Toughness	You can stoically sustain huge amounts of damage and persevere despite terrible wounds.
Stonebones	General	Kalamar Player's Guide	Dwarf, Gnome	You gain a +1 natural armor bonus to Armor Class.
Street Smart	General	Forgotten Realms Campaign	Amn, Calimshan, Chessenta, Moonsea, Unther.	You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.
Strength of the Charger	Ancestor	Oriental Adventures	Clan: Unicorn.	You share the spirit of Utaku Shiko, the founder of the Utaku Battle Maiden tradition.
Strength of the Crab	Ancestor	Oriental Adventures	Clan: Crab.	You claim descent from Hida, the first Crab.
Strong Soul	General	Forgotten Realms Campaign	Dalelands, Moonshaes, deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, wood elf.	The souls of your people are hard to separate from their bodies.
Strong Soul	Ancestor	Oriental Adventures	Clan: Unicorn.	You claim descent from Moto Soro, the simple peasant who earned his place among samurai and founded the Moto family.
Stunning Fist	General	Player's Handbook	Dex 13+, Improved Unarmed Strike, Wis 13+, Base attack +8 or higher	You know how to strike opponents in vulnerable areas.
Subdual Substitution	Metamagic	Tome and Blood	Any other metamagic feat, 5 ranks in Knowledge (arcana).	You can modify a spell that uses energy to deal damage to deal subdual damage instead.
Subsonics	General	Song and Silence	Bardic music, Perform skill (10+ ranks)	Your music can affect even those who do not consciously hear it.
Sunder	General	Player's Handbook	Str 13+, Power Attack	You are skilled at attacking others' weapons.
Superior Expertise	General	Oriental Adventures	Int 13+, Expertise, base attack bonus +6 or higher	You have mastered the art of defense in combat.
Supernatural Blow	General	Masters of the Wild	Base attack bonus +7, favored enemy immune to critical hits.	Choose one favored enemy that is immune to critical hits. You know how to place blows against this opponent for best effect.
Survivor	General	Forgotten Realms Campaign	Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, the North, the Shaar, Rashemen, Silverymoon, Vaasa, Vilhon Reach, Western Heartlands, deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, wild elf.	Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.
Swarmfighting	General	Dragon Magazine #285 (July 01)	Size Small, Dex 13+, base attack bonus +1 or higher	You and allies with this feat can coordinate melee attacks against a single target and are adept at fighting side by side in close quarters.
Talented	Psionic	Psionics Handbook	Inner Strength	You can manifest more 0-level powers for free.
Targeted Attack	General	Kalamar Player's Guide	Int 13+, Expertise	You know how to wound opponents in specific ways.
Tatoo Focus	Special	Forgotten Realms Campaign	Specialized in a school of magic, Thay	You bear the powerful magic tattoos of a Red Wizard of Thay.
Tattoo Magic	Item Creation	Lords of Darkness	Craft (calligraphy) or Craft (painting) skill, spellcaster level 3rd+.	You can create tattoos that store spells.
Tenacious Magic	Metamagic	Forgotten Realms Campaign	Shadow Weave Magic	You can use the Shadow Weave to make your spells harder for Weave users to dispel. Any magic-wielding creature without the Shadow Weave Magic feat is considered a Weave user.
Throw Anything	General	Sword and Fist	Base attack bonus +2, Dex 15+	In your hands, any weapon becomes a deadly ranged weapon.

Thug	General	Forgotten Realms Campaign	Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, the Vast, Vilhon Reach, Waterdeep.	Your people know how to get the jump on the competition and push other people around. While others debate, you act.
Thunder Twin	General	Forgotten Realms Campaign	Gold dwarf, shield dwarf.	You are one of the dwarven generation of twins born after Moradin's Thunder Blessing in the Year of Thunder (1306 DR).
Token Familiar	General	Dragon Magazine #280 (Feb 01)	Must have a familiar	Your familiar can assume an innocuous, inanimate form.
Tough as Nails	General	Kalamar Player's Guide	Undying, Shock Resistant, Con 13+	Your body is very tough, breaking lesser weapons that are used to attack you.
Toughness	General	Player's Handbook	None	You are tougher than normal.
Track	General	Player's Handbook	None	You can follow the trails of creatures and characters across most types of terrain.
Trade-Off	Psionic	Official Website	Manifester level 3rd+	You can trade in powers from your primary discipline for additional powers.
Trample	General	Player's Handbook	Ride skill, Mounted Combat	You are trained in using your mount to knock down opponents.
Treetopper	General	Forgotten Realms Campaign	Aglarond, Chondalwood, High Forest, ghostwise halfling, wild elf, wood elf.	Your people are at home in the trees and high places, daring falls that paralyze most other folk in abject terror.
Trigger Power	Psionic	Psionics Handbook	Inner Strength, Talented, reserve power points (see below)	You choose one power that you can attempt to manifest for free.
Trustworthy	General	Song and Silence	None	Others feel comfortable telling you their secrets.
Twin Power	Metapsionic	Psionics Handbook	None	You can manifest a power simultaneously with another just like it.
Twin Spell	Metamagic	Forgotten Realms Campaign, Tome and Blood	Any other metamagic feat	You can cast a spell simultaneously with another spell just like it.
Twin Sword Style	General, Fighter	Forgotten Realms Campaign	Two-Weapon Fighting, Sembia, Waterdeep, drow elf.	You have mastered a style of defense that others find frustrating.
Two-Weapon Fighting	General	Player's Handbook	None	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Unavoidable Strike	Psionic	Psionics Handbook	Str 13+, Psionic Fist, base attack bonus of +3 or more.	You can make an unarmed strike against your foe as if delivering a touch attack.
Unbalancing Strike	General	Oriental Adventures	Improved Unarmed Strike, Stunning Fist or monk's stunning attack, Wis 15+.	You can strike a humanoid opponent's joints to knock your target off balance. This feat is called kuzushi in Rokugan.
Undead Familiar	General	Dragon Magazine #280 (Feb 01)	Must be able to have a familiar	Your familiar is an undead creature.
Undying	General	Kalamar Player's Guide	Con 13+	You ignore pain and damage when at death's door.
Unerring Strike	General	Kalamar Player's Guide	Dex 13+	You sacrifice a powerful attack for one that is almost sure to hit.
Up the Walls	Psionic	Psionics Handbook	Wis 13+, Speed of Thought, Psionic Charge, reserve power points 5+.	You can run on walls for brief distances.
Upgrade Power	Psionic	Dragon Magazine #287 (Sep 01)	Any other psionic or metapsionic feat.	You can upgrade your powers.
Wall Breaker	General	Dragon Magazine #285 (July 01)	Str 13+, Power Attack	You have a knack for destroying inanimate objects.
Warrior Instinct	Ancestor	Oriental Adventures	Clan: Lion.	Your ancestor, Matsu Hitomi, was the most famous female samurai of the early Empire. Hitomi donned her brother's armor to avenge his death, earning command of a unit of samurai through her fierce devotion to war.
Warrior Shugenja	Ancestor	Oriental Adventures	Clan: Dragon.	Your ancestor, Agasha Nodotai, was a shugenja well versed in the code of bushido and the way of war.
Weapon Finesse	General	Player's Handbook	Proficient with weapon, Base attack bonus +1 or higher	You are especially skilled at using a certain weapon, one that can benefit as much from Dexterity as from Strength. Choose one light weapon. Alternatively, you can choose a rapier, provided you can use it in one hand, or a spiked chain, provided you're at least Medium-size.
Weapon Focus	General	Player's Handbook	Proficient with weapon, Base attack bonus +1 or higher	Choose one type of weapon, such as greataxe. You are especially good at using this weapon. You can choose 'unarmed strike' or 'grapple' for your weapon for purposes of this feat. If you are a spellcaster, you can choose 'ray', in which case you are especially good with rays, such as the one produced by the *ray of frost* spell.
Weapon Specialization	Special	Player's Handbook	Fighter level 4+	You add +2 damage with your chosen weapon.
Whirlwind Attack	General	Player's Handbook	Int 13+, Dex 13+, Expertise, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack	You can strike nearby opponents in an amazing, spinning attack.
Widen Power	Metapsionic	Dragon Magazine #287 (Sep 01)	Any other metapsionic feat.	You can increase the area of your powers.
Widen Spell	Psionic	Tome and Blood	None	You can increase the area of your spells.
Wildspeak	General	Dragon Magazine #291 (Jan 02)	Gnome, Charisma 15+.	You are more talented than most gnomes at speaking with animals.
Wingover	General	Masters of the Wild	Ability to fly.	You change direction quickly once per round while airborne.
Zen Archery	General	Sword and Fist	Base attack bonus +3, Wis 13+	Your intuition guides your hand when you use a ranged weapon.

Dungeons & Dragons
Kingdoms of Kalamar

CHARACTER RECORD SHEET

CHARACTER ________ CAMPAIGN ________ PLAYER ________

CLASS ________ LEVEL ________ ALIGNMENT ________

RACE ________ SUB-RACE ________ SIZE ________ DEITY ________

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

	TOTAL	CURRENT HP/WOUNDS	SUBDUAL DAMAGE
HP Hit Points			

	TOTAL			ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MODIFIER	MODIFIER
AC Armor Class		= 10 +								

AC
FLAT-FOOTED ________
TOUCH ________

SPEED
BASE ________
RUN (4x) ________
ARMORED ________

BASE ATTACK Bonus ________

INITIATIVE Modifier ________ = ________ + ________
TOTAL / DEX MODIFIER / MISC. MODIFIER

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC. MODIFIER		TEMP. MODIFIER
MELEE Attack Bonus		=		+		+		+		+	

	TOTAL		BASE ATTACK BONUS		DEX MODIFIER		SIZE MODIFIER		MISC. MODIFIER		TEMP. MODIFIER
RANGED Attack Bonus		=		+		+		+		+	

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC. MODIFIER		TEMP. MODIFIER
FORTITUDE (Constitution)		=		+		+		+		+	
REFLEX (Dexterity)		=		+		+		+		+	
WILL (Wisdom)		=		+		+		+		+	

WEAPON	RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	RANGE	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS	SPEED	WEIGHT

CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

AMMUNITION

________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
________ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

CROSS-CLASS

SKILLS

MAX. # RANKS /

SKILLS (UNTRAINED/TRAINED)*	KEY ABILITY	ABILITY MODIFIER		RANKS		MISC. MODIFIER		SKILL MODIFIER
☐ APPRAISE	INT		+		+		=	
☐ BALANCE	DEX**		+		+		=	
☐ BLUFF	CHA		+		+		=	
☐ CLIMB	STR**		+		+		=	
☐ CONCENTRATION	CON		+		+		=	
☐ CRAFT (________)	INT		+		+		=	
(________)	INT		+		+		=	
☐ DIPLOMACY	CHA		+		+		=	
☐ DISGUISE	CHA		+		+		=	
☐ ESCAPE ARTIST	DEX**		+		+		=	
☐ FORGERY	INT		+		+		=	
☐ GATHER INFORMATION	CHA		+		+		=	
☐ HEAL	WIS		+		+		=	
☐ HIDE	DEX**		+		+		=	
☐ INTIMIDATE	CHA		+		+		=	
☐ JUMP	STR**		+		+		=	
☐ LISTEN	WIS		+		+		=	
☐ MOVE SILENTLY	DEX**		+		+		=	
☐ PANTOMIME	WIS		+		+		=	
☐ PERFORM (________)	CHA		+		+		=	
☐ REMOTE VIEW *(psion only)*	INT		+		+		=	
☐ RIDE (________)	DEX		+		+		=	
☐ SEARCH	INT		+		+		=	
☐ SENSE MOTIVE	WIS		+		+		=	
☐ SPOT	WIS		+		+		=	
☐ SWIM	STR**		+		+		=	
☐ USE ROPE	DEX		+		+		=	
☐ WILDERNESS LORE	WIS		+		+		=	

SKILLS (TRAINED ONLY)	KEY ABILITY	ABILITY MODIFIER		RANKS		MISC. MODIFIER		SKILL MODIFIER
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	
☐			+		+		=	

** These skills may be used normally even if the character has zero (0) skill ranks. Space is provided for the addition of skills that require skill ranks before they may be attempted. Once you have selected a class, mark cross-class skills with an ☒ to the left of the skill name.*
*** Armor Check Penalty, if any, applies.*

© Copyright 2002 Kenzer and Company. All Rights Reserved. Permission granted to photocopy for personal use only.

GEAR/ITEMS CARRIED OR STOWED

ITEM	WEIGHT	ITEM	WEIGHT

TOTAL WEIGHT WORN/WIELDED: ____

TOTAL WEIGHT CARRIED: ____

SPECIAL ABILITIES/FEATS

ENCUMBRANCE

LIGHT LOAD: ____

MEDIUM LOAD: ____

HEAVY LOAD: ____

LIFT OVER HEAD: ____ EQUALS MAX LOAD

LIFT OFF GROUND: ____ 2X MAX LOAD

PUSH OR DRAG: ____ 5X MAX LOAD

LANGUAGES

INITIAL LANGUAGES = RACE/PRIMARY LANG. + REGION/SECONDARY LANG. + INT BONUS

DESCRIPTION

AGE: ____

GENDER: ____

HEIGHT: ____

WEIGHT: ____

EYE COLOR: ____

HAIR COLOR: ____

GENERAL DESCRIPTION: ____

PLACE OF ORIGIN: ____

NOTES: ____

SPELLS

NUMBER OF SPELLS KNOWN

0 ____ 1ST ____ 2ND ____ 3RD ____ 4TH ____

5TH ____ 6TH ____ 7TH ____ 8TH ____ 9TH ____

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
☐	0	☐	0
☐	1ST	☐	☐
☐	2ND	☐	☐
☐	3RD	☐	☐
☐	4TH	☐	☐
☐	5TH	☐	☐
☐	6TH	☐	☐
☐	7TH	☐	☐
☐	8TH	☐	☐
☐	9TH	☐	☐

TREASURE

COINAGE CP SP GP PP

EXPERIENCE POINTS

NEXT LEVEL

PSIONICS

PSIONIC COMBAT: 1D20 + DC MODIFIER + KEY ABILITY MODIFIER

POWER SAVE 1D20+ ____ KEY ABILITY MODIFIER

POWER POINTS

FREE MANIFESTATIONS ____ 0 - LEVEL

ATTACK MODES

DEFENSE MODES

POWERS

NUMBER OF POWERS KNOWN

0 ____ 1ST ____ 2ND ____ 3RD ____ 4TH ____

5TH ____ 6TH ____ 7TH ____ 8TH ____ 9TH ____

© Copyright 2002 Kenzer and Company. All Rights Reserved. Permission granted to photocopy for personal use only. With regard to trademarks, Kingdoms of Kalamar, the Kingdoms of Kalamar logo, the Kenzer and Company logo and kenzerco.com are trademarks of Kenzer and Company. Dungeons and Dragons, D&D and the Wizards of the Coast logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. © 2002 Wizards of the Coast.

www.kenzerco.com

VERSION 1.5 JWB

SPELL PLANNER

(Abbreviations are defined on page 262)

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

ASSASSIN

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	1	Low-Light Vision	Trans.	V, S	1 action	Touch	Creature Touched	1 hr/lvl	None	Yes (harmless)	MoF, 106
☐☐☐☐☐	1	Silent Portal	Ill.	S	1 action	Close	Any Single Portal	1 hr/lvl (D)	Will Neg. (obj.)	Yes (obj.)	MoF, 117
☐☐☐☐☐	1	Spring Sheath	Trans.	V, S	1 action	Touch	One sheath, buckle or strap	10 min/lvl	Will Neg.	Yes	Song, 95
☐☐☐☐☐	2	Getaway	Ench.	V, S, M	1 action	Personal	Up to 1 city block/lvl	10 min/lvl	Will Neg.	Yes	Song, 92
☐☐☐☐☐	3	Absorb Weapon	Trans.	V, S	1 action	Touch	One touched weapon not in another creature's possession	1 hr/lvl (D)	Will Neg.	Yes	Song, 88
☐☐☐☐☐	3	Spider Poison	Nec.	V, S, M	1 action	Touch	creature touched	Inst. (see txt)	Fort. Neg. (see txt)	Yes	MoF, 123
☐☐☐☐☐	4	Sniper's Eye	Trans.	V, S, M	1 action	Touch	Personal	1 rd/lvl	None	Yes	Song, 95

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

MUSE

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	1	Charm Person	Ench.	V, S	1 action	Close	1 person	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	1	Hypnotism	Ench.	V, S	1 action	Close	Max 30 ft apart	2d4 rds (D)	Will Neg.	Yes	PH, 215
☐☐☐☐☐	1	Message	Trans.	V, S, F	1 action	Medium	1 creature/lvl	10 min/lvl	None	No	PH, 227
☐☐☐☐☐	1	Silent Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc.	Will Disb.	No	PH, 252
☐☐☐☐☐	1	Sleep	Ench.	V, S, M	1 action	Medium	Within 15 ft-radius burst	1 min/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	2	Animal Trance	Ench.	V, S	1 action	Close	Animals, Int 1 or 2	Conc.	Will Neg.	Yes	PH, 173
☐☐☐☐☐	2	Blur	Ill.	V	1 action	Touch	1/2 concealment	1 min/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Detect Thoughts	Div.	V, S, F	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	Will Neg.	No	PH, 194
☐☐☐☐☐	2	Hold Person	Ench.	V, S, F	1 action	Medium	Med-size or smaller	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	2	Minor Image	Ill.	V, S, F	1 action	Long	4 10' cubes + 1/lvl	Conc. + 2 rds	Will Disb.	No	PH, 228
☐☐☐☐☐	2	Silence	Ill.	V, S	1 action	Long	15' radius	1 min/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	3	Charm Monster	Ench.	V, S	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Emotion	Ench.	V, S	1 action	Medium	All creatures 15' radius	Conc.	Will Neg.	Yes	PH, 199
☐☐☐☐☐	3	Illusory Script	Ill.	V, S, M	Spcl.	Touch	Weight 10 lb	1 day/lvl	Will Neg.	Yes	PH, 216
☐☐☐☐☐	3	Major Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc. + 3 rds	Will Disb.	No	PH, 225
☐☐☐☐☐	3	Remove Curse	Abj.	V, S	1 action	Touch	Creature or item touched	Inst.	Will Neg.	Yes	PH, 244
☐☐☐☐☐	4	Break Enchantment	Abj.	V, S	1 min	Close	1 creature/lvl,within 30ft	Inst.	Spcl.	No	PH, 181
☐☐☐☐☐	4	Dimension Door	Trans.	V	1 action	Long	50 lb/lvl	Inst.	Spcl.	Spcl.	PH, 195
☐☐☐☐☐	4	Dominate Person	Ench.	V, S	1 action	Medium	Medium or smaller	1 day/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	4	Legend Lore	Div.	V, S, M, F	Spcl.	Personal	You	Spcl.	None	No	PH, 219
☐☐☐☐☐	4	Rainbow Pattern	Ill.	(V), S, MF	1 action	Medium	15' radius sphere	Conc. + 1 rd/lvl (D)	Will Neg.	Yes	PH, 241

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

ORDER OF THE SLAYER

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	1	Alarm	Abj.	V, S, DF	1 action	Close	25' radius emanation	2 hrs/lvl (D)	None	No	PH, 172
☐☐☐☐☐	1	Cure Light Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	1	Mage Armor	Conj	V, S, F	1 action	Touch	Creature touched	1 hr/lvl (D)	Will Neg.	Yes	PH, 223
☐☐☐☐☐	1	Magic Weapon	Trans.	V, S, F	1 action	Touch	+1 att/dmg	1 min/lvl	Will Neg.	Yes	PH, 225
☐☐☐☐☐	1	Protection from Evil	Abj.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	No	PH, 240
☐☐☐☐☐	2	Aid	Ench.	V, S, DF	1 action	Touch	Living creature	1 min/lvl	None	Yes	PH, 172
☐☐☐☐☐	2	Darkvision	Trans.	V, S, M	1 action	Touch	See 60 ft in dark	1 hr/lvl	None	Yes	PH, 190
☐☐☐☐☐	2	Daylight	Evoc.	V, S	1 action	Touch	Obj, 60' radius	10 min/lvl	None	No	PH, 191
☐☐☐☐☐	2	Whispering Wind	Trans.	V, S	1 action	1 mile/lvl	10' radius spread	Until Disc. or no more than 1 hr/lvl	None	No	PH, 272
☐☐☐☐☐	3	Cure Serious Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Magic Vestment	Trans.	V, S, DF	1 action	Touch	+1/3 lvls (max +5)	1 hr/lvl	Will Neg.	Yes	PH, 225
☐☐☐☐☐	3	Remove Curse	Abj.	V, S	1 action	Touch	Creature or item touched	Inst.	Will Neg.	Yes	PH, 244
☐☐☐☐☐	3	Searing Light	Evoc.	V, S	1 action	Medium	Ray	Inst.	None	Yes	PH, 248
☐☐☐☐☐	4	Dispel Evil	Abj.	V, S, DF	1 action	Touch	Spcl.	1 rd/lvl or until Disc.	Spcl.	Spcl.	PH, 196
☐☐☐☐☐	4	Illusory Wall	Ill.	V, S	1 action	Close	1 x 10 x 10 ft	Perm.	Will Disb.	No	PH, 216
☐☐☐☐☐	4	Reincarnate	Trans.	V, S, DF	10 min	Touch	Dead creature touched	Inst.	None	No	PH, 244
☐☐☐☐☐	4	Stoneskin	Abj.	V, S, M	1 action	Touch	Takes 10/lvl,max 150	10 min/lvl	Will Neg.	Yes	PH, 257

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

BARD

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	0	Alarm	Abj.	V, S, DF	1 action	Close	25' radius emanation	2 hrs/lvl (D)	None	No	PH, 172
☐☐☐☐☐	0	Dancing Lights	Evoc.	V, S	1 action	Medium	Within 10' radius area	1 min	Will Disb.	No	PH, 190
☐☐☐☐☐	0	Daze	Ench.	V, S, M	1 action	Close	1 creature up to 4 HD	1 rd	Will Neg.	Yes	PH, 191
☐☐☐☐☐	0	Detect Crossroads	Div.	V, S	1 action	60 ft. or 1 mile	Quarter circle emanating from you to extreme of range	Conc. up to 10 min/lvl (D)	None	No	MoF, 88
☐☐☐☐☐	0	Detect Magic	Univ.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 193
☐☐☐☐☐	0	Easy Math	Trans.	V, S	1 action	Personal	You	1 rd	None	Yes	Song, 90
☐☐☐☐☐	0	Fine-Tuning	Trans.	V, S, F	1 rd	Touch	One instrument	1 min/lvl	None	Yes	Song, 90
☐☐☐☐☐	0	Flare	Evoc.	V	1 action	Close	Burst of light	Inst.	Fort. Neg.	Yes	PH, 206
☐☐☐☐☐	0	Ghost Sound	Ill.	V, S, M	1 action	Close	Noise of 4/lvl (20)	1 rd/lvl	Will Disb.	No	PH, 209
☐☐☐☐☐	0	Ghostharp	Div.	V, S	1 min	Touch	Any obj.	5 min/lvl (D)	None	No	MoF, 97
☐☐☐☐☐	0	Light	Evoc.	V, M	1 action	Touch	Light in 20' radius	10 min/lvl (D)	None	No	PH, 222
☐☐☐☐☐	0	Mage Hand	Trans.	V, S	1 action	Close	Move 15 ft	Conc.	None	No	PH, 223
☐☐☐☐☐	0	Mending	Trans.	V, S	1 action	10 ft.	Obj. up to 1 lbs	Inst.	Will Neg.	Yes	PH, 227
☐☐☐☐☐	0	Minor Disguise	Trans.	V, S	1 action	Personal	You	1 hr	None	No	MoF, 108
☐☐☐☐☐	0	Open / Close	Trans.	V, S, F	1 action	Close	Obj. not locked	Inst.	Will Neg.	Yes	PH, 233
☐☐☐☐☐	0	Percussion	Ill.	V, S, M	1 action	Close	Illusory sounds	5 min/lvl (D)	Will Disb.	No	Song, 94
☐☐☐☐☐	0	Prestidigitation	Univ.	V, S	1 action	10 ft.	Lift 1 lbs etc. tricks	1 hr	None	No	PH, 238
☐☐☐☐☐	0	Read Magic	Univ.	V, S, F	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 243
☐☐☐☐☐	0	Resistance	Abj.	V, S, M	1 action	Touch	Creature touched	1 min	Will Neg.	Yes	PH, 245
☐☐☐☐☐	0	Songbird	Trans.	V, S	1 full rd	Personal	You	Performance +1 hr or until Disc.	None	No	MoF, 120
☐☐☐☐☐	1	Ambient Song	Ill.	V, S, M	1 action	Personal	You	1 min/lvl (D)	Will Disb.	No	Song, 88
☐☐☐☐☐	1	Amplify	Trans.	V, S	1 action	Long	15' radius emanation centered on a creature, obj. or point in space	1 min./lvl	Will Neg.	Y or No (obj.)	MoF, 77
☐☐☐☐☐	1	Animal Trance	Ench.	V, S	1 action	Close	Animals, Int 1 or 2	Conc.	Will Neg.	Yes	PH, 173
☐☐☐☐☐	1	Balagarn's Iron Horn	Trans.	V, S	1 action	Close	Cone	Instantaineous	None	Yes	MoF, 79
☐☐☐☐☐	1	Cause Fear	Nec.	V, S	1 action	Close	-2 to att/dmg/saves	1d4 rds	Will Neg.	Yes	PH, 182
☐☐☐☐☐	1	Charm Person	Ench.	V, S	1 action	Close	1 person	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	1	Cure Light Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	1	Detect Secret Doors	Div.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 193
☐☐☐☐☐	1	Disquietude	Abj.	V, S	1 action	Close	One living Creature	1 rd/lvl	Will Neg.	Yes	MoF, 90
☐☐☐☐☐	1	Erase	Trans.	V, S	1 action	Close	1 scroll or 2 pages	Inst.	Spcl.	No	PH, 200
☐☐☐☐☐	1	Expeditious Retreat	Trans.	V, S	1 action	Personal	You, speed/jump x2	1 min/lvl (D)	None	No	PH, 202
☐☐☐☐☐	1	Feather Fall	Trans.	V	Free action	Close	10' radius, 300 lb/lvl	Land or 1 rd/lvl	Will Neg.	Yes	PH, 203
☐☐☐☐☐	1	Focusing Chant	Abj.	V	1 action	Personal	You	Up to 5 rds/lvl (D)	None	Yes	Song, 91
☐☐☐☐☐	1	Grease	Conj	V, S, M	1 action	Close	Obj or 10ft x 10ft sq	1 rd/lvl (D)	Spcl.	No	PH, 210
☐☐☐☐☐	1	Harmony	Ench.	V, S	1 action	Personal	You	Variable	None	No	MoF, 99
☐☐☐☐☐	1	Herald's Call	Ench.	V, S	1 action	30 ft.	30' radius burst centered on you	1 rd	Will Neg.	yes	MoF, 100
☐☐☐☐☐	1	Hypnotism	Ench.	V, S	1 action	Close	Max 30 ft apart	2d4 rds (D)	Will Neg.	Yes	PH, 215
☐☐☐☐☐	1	Identify	Div.	V, S, M	8 hrs	Touch	1 touched obj/lvl	Inst.	None	No	PH, 216
☐☐☐☐☐	1	Joyful Noise	Abj.	S, F	1 rd	10 ft.	10' radius emanation centered on you	Conc.	None	Yes	Song, 93
☐☐☐☐☐	1	Know Protections	Div.	V, S	1 action	Close	One Creature	Inst.	Will Neg.	Yes	MoF, 104
☐☐☐☐☐	1	Lullaby	Ench.	V, S, F	1 action	Medium	Living creatures within a 15 ft. radius burst	Conc. plus 1 rd/lvl	Will Neg.	Yes	Song, 94
☐☐☐☐☐	1	Mage Armor	Conj	V, S, F	1 action	Touch	Creature touched	1 hr/lvl (D)	Will Neg.	Yes	PH, 223
☐☐☐☐☐	1	Magic Weapon	Trans.	V, S	1 action	Touch	+1 att/dmg	1 min/lvl	Will Neg.	Yes	PH, 225
☐☐☐☐☐	1	Message	Trans.	V, S, F	1 action	Medium	1 creature/lvl	10 min/lvl	None	No	PH, 227
☐☐☐☐☐	1	Protection from Chaos/Evil/Good/Law	Abj.	V, S, M	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	No	PH, 240
☐☐☐☐☐	1	Silent Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc.	Will Disb.	No	PH, 252
☐☐☐☐☐	1	Sleep	Ench.	V, S, M	1 action	Medium	Within 15 ft-radius burst	1 min/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	1	Summon Monster I	Conj	V, S, F	1 full rd	Close	Summoned creature	1 rd/lvl (D)	None	No	PH, 258
☐☐☐☐☐	1	Unseen Servant	Conj	V, S, M	1 action	Close	Str 2, speed 15 ft	1 hr/lvl	None	No	PH, 268
☐☐☐☐☐	1	Ventriloquism	Ill.	V, F	1 action	Close	Usually speech	1 min/lvl (D)	Will Disb.	No	PH, 269
☐☐☐☐☐	2	Bestow Curse	Trans.	V, S	1 action	Touch	Creature touched	Perm.	Will Neg.	Yes	PH, 178
☐☐☐☐☐	2	Blindess / Deafness	Trans.	V	1 action	Medium	Living creature	Perm. (D)	Fort. Neg.	Yes	PH, 180
☐☐☐☐☐	2	Blur	Ill.	V	1 action	Touch	1/2 concealment	1 min/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Bull's Strength	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Cat's Grace	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	PH, 182
☐☐☐☐☐	2	Circle Dance	Div.	V, S	1 min	Personal	You	Inst.	None	No	MoF, 84
☐☐☐☐☐	2	Cloud of Bewilderment	Evoc.	V, S	1 action	10 ft.	Cone	Inst.	Fort. Neg.	Yes	MoF, 85
☐☐☐☐☐	2	Crescendo	Evoc.	V, S	1 action	30 ft.	Caster & allies in a 30' sphere	4 rds	None	Yes	Song, 90
☐☐☐☐☐	2	Cure Moderate Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	2	Darkness	Evoc.	V, M	1 action	Touch	Obj, 20' radius	10 min/lvl (D)	None	No	PH, 190
☐☐☐☐☐	2	Daylight	Evoc.	V, S	1 action	Touch	Obj, 60' radius	10 min/lvl	None	No	PH, 191
☐☐☐☐☐	2	Delay Poison	Conj	V, S, DF	1 action	Touch	Creature touched	1 hr/lvl	Fort. Neg.	Yes	PH, 191
☐☐☐☐☐	2	Detect Thoughts	Div.	V, S, F	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	Will Neg.	No	PH, 194
☐☐☐☐☐	2	Eagle's Splendor	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 87
☐☐☐☐☐	2	Enthrall	Ench.	V, S	1 full rd	Medium	Any number of creatures	Up to 1 hr	Will Neg.	Yes	PH, 200
☐☐☐☐☐	2	Fortissimo	Evoc.	V, S	1 action	Medium	One creature or item	1 min/lvl	None	No	Song, 91
☐☐☐☐☐	2	Fox's Cunning	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 89
☐☐☐☐☐	2	Glitterdust	Conj	V, S, M	1 action	Medium	Within 10 ft spread	1 rd/lvl	Will Neg.	Yes	PH, 209
☐☐☐☐☐	2	Harmonize	Evoc.	V, S, F	3 rds	Touch	Up to 4 bards (incl. caster), none more than 10' from nearest other target	1 rd/lvl	Will Neg.	Yes	Song, 92

MEMORIZED	SPELL LEVEL	SPELL NAME	TYPE	COMPONENTS	CASTING TIME	RANGE	TARGET/EFFECT	DURATION	SAVING THROW	SR	SOURCE
☐☐☐☐☐	2	Hold Person	Ench.	V, S, F	1 action	Medium	Med-size or smaller	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	2	Hypnotic Pattern	Ill.	(V), S, M	1 action	Medium	15 ft-radius spread	Conc. + 2 rds	Will Neg.	Yes	PH, 215
☐☐☐☐☐	2	Invisibility	Ill.	V, S, M	1 action	Personal & touch	Weight 100 lb/lvl	10 min/lvl (D)	Will Neg.	Yes	PH, 218
☐☐☐☐☐	2	Levitate	Trans.	V, S, F	1 action	Personal and close	100 lb/lvl, move 20 ft	10 min/lvl (D)	None	No	PH, 222
☐☐☐☐☐	2	Locate Object	Div.	V, S, F	1 action	Long	Radius 400 ft + 40 ft/lvl	1 min/lvl	None	No	PH, 223
☐☐☐☐☐	2	Magic Mouth	Ill.	V, S, M	1 action	Close	Creature or obj.	Perm. until Disc.	Will Neg.	Yes	PH, 224
☐☐☐☐☐	2	Minor Image	Ill.	V, S, F	1 action	Long	4 10' cubes + 1/lvl	Conc. + 2 rds	Will Disb.	No	PH, 228
☐☐☐☐☐	2	Mirror Image	Ill.	V, S	1 action	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	None	No	PH, 229
☐☐☐☐☐	2	Misdirection	Ill.	V, S	1 action	Close	Size 10' cube	1 hr/lvl	Will Neg.	No	PH, 230
☐☐☐☐☐	2	Nightmare Lullaby	Ench.	V, S	1 full rd	Long	one Creature	Conc. + 2 rds	Will Neg.	Yes	MoF, 110
☐☐☐☐☐	2	Obscure Object	Abj.	V, S, M	1 action	Touch	Up to 100 lb/lvl	8 hrs	Will Neg.	Yes	PH, 232
☐☐☐☐☐	2	Owl's Wisdom	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 94
☐☐☐☐☐	2	Portal Alarm	Abj.	V, S, M	1 action	Close	One interplanar portal	2 hrs/lvl	None	No	MotP, 36
☐☐☐☐☐	2	Pyrotechnics	Trans.	V, S, M	1 action	Long	Up to 20' cube	1d4+1 rds	Spcl.	Spcl.	PH, 241
☐☐☐☐☐	2	Scare	Nec.	V, S, M	1 action	Medium	All creatures 15' radius	1 rd/lvl	Will Neg.	Yes	PH, 247
☐☐☐☐☐	2	See Invisibility	Div.	V, S, M	1 action	Medium	Cone	10 min/lvl (D)	None	No	PH, 248
☐☐☐☐☐	2	Shatter	Evoc.	V, S, M	1 action	Close	3' radius, 1 lb/lvl	Inst.	Spcl.	Yes	PH, 251
☐☐☐☐☐	2	Silence	Ill.	V, S	1 action	Long	15' radius	1 min/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	2	Sound Burst	Evoc.	V, S, DF	1 action	Close	10' radius spread	Inst.	Will Part.	Yes	PH, 254
☐☐☐☐☐	2	Suggestion	Ench.	V, M	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 257
☐☐☐☐☐	2	Summon Instrument	Conj	V, S	1 action	Personal	One musical Instrument	Conc. plus 1 rd/lvl	None	No	Song, 95
☐☐☐☐☐	2	Summon Monster II	Conj	V, S, F	1 full rd	Close	1 or 1:1d3	1 rd/lvl (D)	None	No	PH, 258
☐☐☐☐☐	2	Summon Swarm	Conj	V, S, M	1 full rd	Close	Dmg 1 / 1d4+1/3 lvls	Conc. + 2 rds	None	No	PH, 261
☐☐☐☐☐	2	Tasha's Hideous Laughter	Ench.	V, S, M	1 action	Close	1 creature	1d3 rds	Will Neg.	Yes	PH, 263
☐☐☐☐☐	2	Tongues	Div.	V, M	1 action	Touch	Creature touched	10 min/lvl	None	No	PH, 265
☐☐☐☐☐	2	Undetectable Alignment	Abj.	V, S	1 action	Close	One creature or obj.	24 hrs	Will Neg.	Yes	PH, 267
☐☐☐☐☐	2	Whispering Wind	Trans.	V, S	1 action	1 mile/lvl	10' radius spread	Until Disc. or no more than 1 hr/lvl	None	No	PH, 272
☐☐☐☐☐	3	Analyze Portal	Div.	V, S, M	1 min	60 ft.	Quarter circle emanating from you to extreme of range	Conc. up to 1 rd/lvl	See text	No	MotP, 33
☐☐☐☐☐	3	Blink	Trans.	V, S	1 action	Personal	You	1 rd/lvl (D)	None	No	PH, 180
☐☐☐☐☐	3	Blunt Weapon	Trans.	V, S	1 action	Medium	All piercing & slashing weapons within a 20 ft. radius burst	1 min/lvl	Fort. Neg.	Yes	Song, 89
☐☐☐☐☐	3	Break Enchantment	Abj.	V, S	1 min	Close	1 creature/lvl, within 30ft	Inst.	Spcl.	No	PH, 181
☐☐☐☐☐	3	Charm Monster	Ench.	V, S	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	3	Clairaudience/ Clairvoyance	Div.	V, S, F	1 action	Spcl.	Magical sensor	1 min/lvl (D)	None	No	PH, 184
☐☐☐☐☐	3	Confusion	Ench.	V, S, M	1 action	Medium	All creatures 15' radius	1 rd/lvl	Will Neg.	Yes	PH, 186
☐☐☐☐☐	3	Cure Serious Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Displacement	Ill.	V, M	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	3	Emotion	Ench.	V, S	1 action	Medium	All creatures 15' radius	Conc.	Will Neg.	Yes	PH, 199
☐☐☐☐☐	3	Fear	Nec.	V, S, M	1 action	Close	Cone, -2 morale	1 rd/lvl	Will Neg.	Yes	PH, 203
☐☐☐☐☐	3	Gaseous Form	Trans.	S, M	1 action	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	None	No	PH, 207
☐☐☐☐☐	3	G'elsewhere Chant	Trans.	V, S	1 action	Touch	One creature or obj.	Inst.	Will Neg.	Yes	MoF, 96
☐☐☐☐☐	3	Greater Magic Weapon	Trans.	V, S, M	1 action	Close	Weapon or 50 proj.	1 hr/lvl	Will Neg.	Yes	PH, 210
☐☐☐☐☐	3	Gust Of Wind	Evoc.	V, S, F	1 action	Medium	10 ft wide, 10 ft high	1 rd	Fort. Neg.	Yes	PH, 212
☐☐☐☐☐	3	Haste	Trans.	V, S, M	1 action	Close	One creature	1 rd/lvl	Fort. Neg.	Yes	PH, 212
☐☐☐☐☐	3	Haunting Tune	Ench.	V, S	1 full rd	Medium	1 creature/lvl	10 min/lvl	Will Neg.	Yes	MoF, 99
☐☐☐☐☐	3	Healthful Slumber	Conj	V, S, F	10 min	Close	Living creatures within range	1 day	Will Neg.	Yes	Song, 92
☐☐☐☐☐	3	Hymn of Praise	Evoc.	V, S, F	1 rd	Medium	Sphere with radius equal to range, centered on you	1 rd/lvl	Will Neg.	Yes	Song, 92
☐☐☐☐☐	3	Illusory Script	Ill.	V, S, M	Spcl.	Touch	Weight 10 lb	1 day/lvl	Will Neg.	Yes	PH, 216
☐☐☐☐☐	3	Improved Alarm	Abj.	V, S, F	1 action	Close	25' radius emanation centered on a point in space	8 hrs/lvl	None	No	MotP, 35
☐☐☐☐☐	3	Infernal Threnody	Evoc.	V, S, F	1 rd	Medium	Sphere with radius equal to range, centered on you	1 rd/lvl	Will Neg.	Yes	Song, 93
☐☐☐☐☐	3	Invisibility Sphere	Ill.	V, S, M	1 action	Personal & touch	10 ft radius sphere	10 min/lvl (D)	Will Neg.	Yes	PH, 218
☐☐☐☐☐	3	Keen Edge	Trans.	V, S	1 action	Close	Weapon or 50 proj.	10 min/lvl (D)	Will Neg.	Yes	PH, 219
☐☐☐☐☐	3	Leomund's Tiny Hut	Evoc.	V, S, M	1 action	20 ft.	20' radius sphere	2 hrs/lvl (D)	None	No	PH, 220
☐☐☐☐☐	3	Lesser Geas	Ench.	V	1 action	Close	Creature up to 7 HD	1 day/lvl or 'til Disc.	Will Neg.	Yes	PH, 221
☐☐☐☐☐	3	Magic Circle against Chaos/Evil/Good/Law	Abj.	V, S, M	1 action	Touch	Emanates 10 ft	10 min/lvl	Will Neg.	No	PH, 223
☐☐☐☐☐	3	Major Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc. + 3 rds	Will Disb.	No	PH, 225
☐☐☐☐☐	3	Phantom Steed	Conj	V, S	10 min	0 ft	AC18, HP 7+1/lvl	1 hr/lvl	None	No	PH, 235
☐☐☐☐☐	3	Puppeteer	Ench.	V, S	1 action	Medium	One creature	1 rd/lvl	Will Neg.	Yes	MoF, 112
☐☐☐☐☐	3	Remove Curse	Abj.	V, S	1 action	Touch	Creature or item touched	Inst.	Will Neg.	Yes	PH, 244
☐☐☐☐☐	3	Remove Disease	Conj	V, S	1 action	Touch	Creature touched	Inst.	Fort. Neg.	Yes	PH, 244
☐☐☐☐☐	3	Reveille	Nec.	V, S	1 full rd	Touch	One recently dead creature	1 rd/lvl	None	No	MoF, 113
☐☐☐☐☐	3	Scrying	Div.	V, S, M, F	1 hr	Spcl.	Magical sensor	1 min/lvl	None	No	PH, 247
☐☐☐☐☐	3	Sculpt Sound	Trans.	V, S	1 action	Close	1 creature or obj/lvl	1 hr/lvl (D)	Will Neg.	Yes	PH, 248
☐☐☐☐☐	3	Sepia Snake Sigil	Conj	V, S, M	10 min	Touch	Book or written work	Perm. until Disc.	Ref. Neg.	No	PH, 249
☐☐☐☐☐	3	Shadow Cache	Ill.	V, S	1 action	Touch	1 ft. diameter circle	1 min/lvl	None	No	MotP, 39
☐☐☐☐☐	3	Slow	Trans.	V, S, M	1 action	Close	1 creature/lvl, 30 ft apart	1 rd/lvl	Will Neg.	Yes	PH, 253
☐☐☐☐☐	3	Summon Monster III	Conj	V, S, F	1 full rd	Close	1 or 1:1d4+1, 2:1d3	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	3	Weapon of Impact	Trans.	V, S	1 action	Close	1 wpn or 50 blunt projectiles, all must be in contact with one another at casting	10 min/lvl	Will Neg. (harmless, obj.)	Yes (harmless obj.)	MoF, 134
☐☐☐☐☐	3	Wind Wall	Evoc.	V, S, M/DF	1 action	Medium	10/lvl long, 5/lvl high	1 rd/lvl	None	Yes	PH, 273
☐☐☐☐☐	3	Wounding Whispers	Abj. (sonic)	V, S	1 action	Personal	You	1 rd/lvl (D)	None		MoF, 134
☐☐☐☐☐	4	Allegro	Trans.	V, S, M	1 action	10 ft.	Creatures within a 10' radius burst, centered on you	1 min/lvl	Fort. Neg.	Yes	Song, 88

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	4	Celebration	Ench.	V, S	1 action	Close	15' radius burst	Inst.	Will Neg.	Yes	MoF, 84
☐☐☐☐☐	4	Choir	Ill.	V, S, F	1 action	Close	Three Ill.ary peformers	Conc. plus 4 rds	Will Disb.	No	Song, 89
☐☐☐☐☐	4	Contact Other Plane	Div.	V	10 min	Personal	You	Conc.	None	No	PH, 187
☐☐☐☐☐	4	Cure Critical Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	4	Detect Scrying	Div.	V, S, M	1 action	120 ft.	120' radius emanation	24 hrs	None	No	PH, 193
☐☐☐☐☐	4	Dimension Door	Trans.	V	1 action	Long	50 lb/lvl	Inst.	Spcl.	Spcl.	PH, 195
☐☐☐☐☐	4	Dismissal	Abj.	V, S, F	1 action	Close	Extraplanar creature	Inst.	Will Neg.	Yes	PH, 196
☐☐☐☐☐	4	Dominate Person	Ench.	V, S	1 action	Medium	Medium or smaller	1 day/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	4	Ethereal Mount	Conj	V, S	10 min	0 ft.	1 quasi-real mount, plus 1 additional mount/2 lvls	1 hr/lvl	None	No	MotP, 35
☐☐☐☐☐	4	Follow the Leader	Ench.	V, S, F	1 full rd	Medium	Living creatures with fewer than 5 HD	Conc. up to 1 minute/lvl	Will Neg.	Yes	Song, 91
☐☐☐☐☐	4	Hallucinatory Terrain	Ill.	V, S, M	10 min	Long	One 30' cube/lvl	2 hrs/lvl	Will Disb.	No	PH, 212
☐☐☐☐☐	4	Harmonic Chorus	Trans.	V, S, M	1 action	Close	One living creature	Conc. up to 1 rd/lvl (D)	Will Neg.	Yes	Song, 92
☐☐☐☐☐	4	Hold Monster	Ench.	V, S, M	1 action	Medium	One living creature	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	4	Improved Invisibility	Ill.	V, S	1 action	Personal & touch	You or creature touched	1 min/lvl (D)	Will Neg.	No	PH, 217
☐☐☐☐☐	4	Improved Portal Alarm	Abj.	V, S, F	1 action	Close	One interplanar gate	8 hrs/lvl	None	No	MotP, 35
☐☐☐☐☐	4	Know Vulnerabilities	Div.	V, S	1 action	Close	One Creature	Inst.	Will Neg.	Yes	MoF, 104
☐☐☐☐☐	4	Legend Lore	Div.	V, S, M, F	Spcl.	Personal	You	Spcl.	None	No	PH, 219
☐☐☐☐☐	4	Leomund's Secure Shelter	Conj	V, S, M	10 min	Close	20' sq. structure	2 hrs/lvl (D)	None	No	PH, 220
☐☐☐☐☐	4	Listening Coin	Div.	V, S, M	1 action	See text	Magical sensor	1 hr/lvl	None	No	Song, 93
☐☐☐☐☐	4	Locate Creature	Div.	V, S, M	1 action	Long	Circle 400 ft + 40/lvl	10 min/lvl	None	No	PH, 223
☐☐☐☐☐	4	Modify Memory	Ench.	V, S	1 action	Close	One living creature	Perm.	Will Neg.	Yes	PH, 230
☐☐☐☐☐	4	Neutralize Poison	Conj	V, S, M	1 action	Touch	Creature/obj. 1 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 232
☐☐☐☐☐	4	Rainbow Pattern	Ill.	(V), S, MF	1 action	Medium	15' radius sphere	Conc +1 rd/lvl (D)	Will Neg.	Yes	PH, 241
☐☐☐☐☐	4	Sarmar's Coin Beacon	Div.	V, S, M/DF	1 full rd	Touch	One metal obj.	2 hrs/lvl	None	No	KPG, 184
☐☐☐☐☐	4	Shout	Evoc.	V	1 action	Close	Cone, 2d6 rnds deaf	Inst.	Fort. Part.	Yes	PH, 252
☐☐☐☐☐	4	Spectral Weapon	Ill.	V, S, F	1 action	Personal	One weapon	Up to 1 rd/lvl	None	No	Song, 95
☐☐☐☐☐	4	Speechlink	Div.	V, S	1 action	Touch	You and one creature touched	10 min/lvl	Will Neg.	Yes	MoF, 121
☐☐☐☐☐	4	Stone Shatter	Evoc.	V, S	1 action	Close	One Stone obj. or creature	Inst.	Will Neg. (obj.) or Fort. half	Yes	MoF, 124
☐☐☐☐☐	4	Summon Monster IV	Conj	V, S, F	1 action	Close	4:1,3:1d3,2-1:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	4	War Cry	Ench.	V, S	1 action	Personal	You	1 rd/lvl	Will Neg.	Yes	MoF, 132
☐☐☐☐☐	4	Zone of Silence	Ill.	V, S, F	1 rd	5' radius	5' radius emanation centered on you	1 rd/lvl	Will Neg.	Yes	Song, 96
☐☐☐☐☐	5	Control Water	Trans.	V, S, M	1 action	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	None	No	PH, 188
☐☐☐☐☐	5	Control Weather	Trans.	V, S	10 min	2 miles	2-mile-radius circle	4d12 hrs	None	No	PH, 188
☐☐☐☐☐	5	Curse Contagion	Trans.	V, S	1 action	Medium	20ft. radius sphere	1 min/lvl	None	Yes	KPG, 168
☐☐☐☐☐	5	Dream	Ill.	V, S	1 min	Unlimited	Living creature touched	Spcl.	None	Yes	PH, 198
☐☐☐☐☐	5	False Vision	Ill.	V, S, M	1 action	Close	25 ft + 5 ft/2 lvls	1 min/lvl	None	No	PH, 202
☐☐☐☐☐	5	Greater Dispelling	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 210
☐☐☐☐☐	5	Healing Circle	Conj	V, S	1 action	20 ft.	20' radius burst	Inst.	Fort. half	Yes	PH, 213
☐☐☐☐☐	5	Improvisation	Trans.	V, S, M	1 action	Personal	You	1 rd/lvl	None	No	Song, 92
☐☐☐☐☐	5	Mind Fog	Ench.	V, S	1 action	Medium	Fills 20' cube	30 min + 2d6 rds	Will Neg.	Yes	PH, 228
☐☐☐☐☐	5	Mirage Arcana	Ill.	V, S	1 action	Long	20' cube/lvl	Conc +1 hr/lvl (D)	Will Disb.	No	PH, 229
☐☐☐☐☐	5	Mislead	Ill.	S	1 action	Close	You / illusory double	1 rd/lvl	Will Disb.	No	PH, 230
☐☐☐☐☐	5	Nightmare	Ill.	V, S	10 min	Unlimited	Tired, 1d10 damage	Inst.	Will Neg.	Yes	PH, 232
☐☐☐☐☐	5	Otto's Resistible Dance	Ench.	V, S, F	1 rd	Close	One living creature/lvl	Conc.	Will Neg.	Yes	Song, 94
☐☐☐☐☐	5	Persistent Image	Ill.	V, S, F	1 action	Long	4 10' cubes + 1/lvl	1 min/lvl (D)	Will Disb.	No	PH, 235
☐☐☐☐☐	5	Revenance	Conj	V, S, M, DF	1 full rd	Touch	Dead Ally Touched	1 min/lvl	None	Yes	MoF, 113
☐☐☐☐☐	5	Song of Discord	Ench.	V, S	1 action	Medium	Creatures in a 15' radius sphere	1 rd/lvl	Will Neg.	Yes	Song, 95
☐☐☐☐☐	5	Summon Monster V	Conj	V, S, F	1 action	Close	5:1 4:1d3 1-3:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	5	Wail of Doom	Evoc.	V	1 action	Close	Cone	Inst.	Will Neg.	Yes	Song, 96
☐☐☐☐☐	6	Cacophonic Shield	Evoc.	V, S	1 action	10 ft.	10' radius emanation centered on you	1 min/lvl	Fort. Part.	Yes	MoF, 83
☐☐☐☐☐	6	Dirge	Evoc.	V, S	1 full rd	50 ft.	All enemies in a 50' radius burst centered on you	1 rd/lvl	Fort. Neg.	yes	MoF, 89
☐☐☐☐☐	6	Eyebite	Trans.	V, S	1 action	Close	You	1 rd/3 lvls	Spcl.	Yes	PH, 202
☐☐☐☐☐	6	Fanfare	Evoc.	V, S, M	1 action	100 ft.	Cone	Inst.	Fort. Neg.	Yes	Song, 90
☐☐☐☐☐	6	Geas / Quest	Ench.	V	1 action	Close	One living creature	1 day/lvl or until Disc.	None	Yes	PH, 208
☐☐☐☐☐	6	Great Shout	Evoc.	V, S, F	1 action	Close	Line 5' x 5' and a cone	Inst.	See text	Yes	Tome, 90
☐☐☐☐☐	6	Greater Scrying	Div.	V, S	1 action	Spcl.	Magical sensor	1 hr/lvl	None	No	PH, 211
☐☐☐☐☐	6	Insidious Rhythm	Ench.	V, S, F	3 rds	Medium	One creature	1 hr/lvl	Will Neg.	Yes	Song, 93
☐☐☐☐☐	6	Mass Haste	Trans.	V, S, M	1 action	Close	Creature/lvl, 30 ft apart	1 rd/lvl	Fort. Neg.	Yes	PH, 226
☐☐☐☐☐	6	Mass Suggestion	Ench.	V, M	1 action	Medium	Creature/lvl, 30 ft apart	1 hr/lvl	Will Neg.	Yes	PH, 226
☐☐☐☐☐	6	Perm. Image	Ill.	V, S, M	1 action	Long	20' + 10' cube/lvl	Perm. (D)	Will Disb.	No	PH, 235
☐☐☐☐☐	6	Plane Shift	Trans.	V, S, F	1 action	Touch	1-8 joining hands	Inst.	Will Neg.	Yes	PH, 236
☐☐☐☐☐	6	Programmed Image	Ill.	V, S, M	1 action	Long	20' + 10' cube/lvl	Perm. or until triggered	Will Disb.	No	PH, 239
☐☐☐☐☐	6	Project Image	Ill.	V, S, M	1 action	Medium	Shadow duplicate	1 rd/lvl (D)	Will Disb.	No	PH, 239
☐☐☐☐☐	6	Protégé	Evoc.	V, S, F	3 rds	Touch	Creature touched	1 min/lvl	Will Neg.	Yes	Song, 94
☐☐☐☐☐	6	Repulsion	Abj.	V, S, F	1 action	10 ft./lvl	10' radius/lvl	1 rd/lvl (D)	Will Neg.	Yes	PH, 245
☐☐☐☐☐	6	Summon Monster VI	Conj	V, S, F	1 full rd	Close	6:1 5:1d3 1-4:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	6	Sympathetic Vibration	Evoc.	V, S, M	10 min	Touch	One freestanding structure	Up to 1 rd/lvl	Will Neg.	Yes	Song, 96
☐☐☐☐☐	6	Veil	Ill.	V, S	1 action	Long	1+ creatures, 30' apart	Conc +1 hr/lvl (D)	Will Neg.	Yes	PH, 269

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

BASIRAN DANCER

MEMORIZED	SPELL LEVEL	SPELL NAME	TYPE	COMPONENTS	CASTING TIME	RANGE	TARGET/EFFECT	DURATION	SAVING THROW	SR	SOURCE
☐☐☐☐☐	0	Dancing Lights	Ill.	V, S	1 action	Medium	Within 10'radius area	1 min	Will Disb.	No	PH, 190
☐☐☐☐☐	0	Daze	Ench.	V, S, M	1 action	Close	1 creature up to 4 HD	1 rd	Will Neg.	Yes	PH, 191
☐☐☐☐☐	0	Flare	Evoc.	V	1 action	Close	Burst of light	Inst.	Fort. Neg.	Yes	PH, 206
☐☐☐☐☐	0	Ghost Sound	Ill.	V, S, M	1 action	Close	Noise of 4/lvl (20)	1 rd/lvl	Will Disb.	No	PH, 209
☐☐☐☐☐	0	Light	Evoc.	V, M	1 action	Touch	Light in 20' radius	10 min/lvl (D)	None	No	PH, 222
☐☐☐☐☐	0	Prestidigitation	Univ.	V, S	1 action	10 ft.	Lift 1 lbs etc. tricks	1 hr	None	No	PH, 238
☐☐☐☐☐	0	Resistance	Abj.	V, S, M	1 action	Touch	Creature touched	1 min	Will Neg.	Yes	PH, 245
☐☐☐☐☐	1	Charm Person	Ench.	V, S	1 action	Close	1 person	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	1	Daydream	Ench.	S	1 action	Close	One creature	1 min/lvl	Will Neg.	Yes	KPG, 169
☐☐☐☐☐	1	Expeditious Retreat	Trans.	V, S	1 action	Personal	You, speed/jump x2	1 min/lvl (D)	None	No	PH, 202
☐☐☐☐☐	1	Feather Fall	Trans.	V	Free action	Close	10' radius, 300 lb/lvl	Land or 1 rd/lvl	Will Neg.	Yes	PH, 203
☐☐☐☐☐	1	Hypnotism	Ench.	V, S	1 action	Close	Max 30 ft apart	2d4 rds (D)	Will Neg.	Yes	PH, 215
☐☐☐☐☐	1	Mage Armor	Conj	V, S, F	1 action	Touch	Creature touched	1 hr/lvl (D)	Will Neg.	Yes	PH, 223
☐☐☐☐☐	1	Message	Trans.	V, S, F	1 action	Medium	1 creature/lvl	10 min/lvl	None	No	PH, 227
☐☐☐☐☐	1	Silent Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc.	Will Disb.	No	PH, 252
☐☐☐☐☐	1	Ventriloquism	Ill.	V, F	1 action	Close	Usually speech	1 min/lvl (D)	Will Disb.	No	PH, 269
☐☐☐☐☐	2	Animal Trance	Ench.	V, S	1 action	Close	Animals, Int 1 or 2	Conc.	Will Neg.	Yes	PH, 173
☐☐☐☐☐	2	Blur	Ill.	V	1 action	Touch	1/2 concealment	1 min/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Bull's Strength	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Cat's Grace	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	None	Yes	PH, 182
☐☐☐☐☐	2	Daylight	Evoc.	V, S	1 action	Touch	Obj, 60' radius	10 min/lvl	None	No	PH, 191
☐☐☐☐☐	2	Detect Thoughts	Div.	V, S, F	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	Will Neg.	No	PH, 194
☐☐☐☐☐	2	Eagle's Splendor	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 87
☐☐☐☐☐	2	End	Abj.	V	1 action	Medium	One spell	Inst.	None	No	KPG, 171
☐☐☐☐☐	2	Enthrall	Ench.	V, S	1 full rd	Medium	Any number of creatures	Up to 1 hr	Will Neg.	Yes	PH, 200
☐☐☐☐☐	2	Hypnotic Pattern	Ill.	(V), S, M	1 action	Medium	15 ft-radius spread	Conc. + 2 rds	Will Neg.	Yes	PH, 215
☐☐☐☐☐	2	Minor Image	Ill.	V, S, F	1 action	Long	4 10' cubes + 1/lvl	Conc. + 2 rds	Will Disb.	No	PH, 228
☐☐☐☐☐	3	Blazing Star	Evoc.	V, S, M	1 action	Long	40ft. radius sphere	Inst.	Ref. Neg.	Yes	KPG, 165
☐☐☐☐☐	3	Blink	Trans.	V, S	1 action	Personal	You	1 rd/lvl (D)	None	No	PH, 180
☐☐☐☐☐	3	Charm Monster	Ench.	V, S	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	3	Chromatic Crown	Abj.	V, S, M	1 action	Personal	You	1 rd/lvl	None	No	KPG, 167
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Displacement	Ill.	V, M	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	3	Emotion	Ench.	V, S	1 action	Medium	All creatures 15' radius	Conc.	Will Neg.	Yes	PH, 199
☐☐☐☐☐	3	Major Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc. + 3 rds	Will Disb.	No	PH, 225
☐☐☐☐☐	3	Remove Curse	Abj.	V, S	1 action	Touch	Creature or item touched	Inst.	Will Neg.	Yes	PH, 244
☐☐☐☐☐	3	Sculpt Sound	Trans.	V, S	1 action	Close	1 creature or obj/lvl	1 hr/lvl (D)	Will Neg.	Yes	PH, 248
☐☐☐☐☐	3	Suggestion	Ench.	V, M	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 257
☐☐☐☐☐	4	Blinding Beauty	Evoc.	V, S, M	1 action	Close	One creature	1 min/lvl	Will Neg.	Yes	KPG, 165
☐☐☐☐☐	4	Break Enchantment	Abj.	V, S	1 min	Close	1 creature/lvl, within 30ft	Inst.	Spcl.	No	PH, 181
☐☐☐☐☐	4	Dimension Door	Trans.	V	1 action	Long	50 lb/lvl	Inst.	Spcl.	Spcl.	PH, 195
☐☐☐☐☐	4	Dominate Person	Ench.	V, S	1 action	Medium	Medium or smaller	1 day/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	4	Legend Lore	Div.	V, S, M, F	Spcl.	Personal	You	Spcl.	None	No	PH, 219
☐☐☐☐☐	4	Modify Memoy	Ench.	V, S	1 action	Close	One living creature	Perm.	Will Neg.	Yes	PH, 230
☐☐☐☐☐	4	Moon Blade	Evoc.	V, S, M/DF	1 action	0 ft.	Sword-like beam of oight	1 min/lvl	None	Yes	
☐☐☐☐☐	4	Rainbow Pattern	Ill.	(V), S, MF	1 action	Medium	15' radius sphere	Conc +1 rd/lvl (D)	Will Neg.	Yes	PH, 241
☐☐☐☐☐	5	Dream	Ill.	V, S	1 min	Unlimited	Living creature touched	Spcl.	None	Yes	PH, 198
☐☐☐☐☐	5	False Vision	Ill.	V, S, M	1 action	Close	25 ft + 5 ft/2 lvls	1 min/lvl	None	No	PH, 202
☐☐☐☐☐	5	Mind Fog	Ench.	V, S	1 action	Medium	Fills 20' cube	30 min + 2d6 rds	Will Neg.	Yes	PH, 228
☐☐☐☐☐	5	Mislead	Ill.	S	1 action	Close	You / illusory double	1 rd/lvl	Will Disb.	No	PH, 230
☐☐☐☐☐	5	Persistent Image	Ill.	V, S, F	1 action	Long	4 10' cubes + 1/lvl	1 min/lvl (D)	Will Disb.	No	PH, 235
☐☐☐☐☐	5	Wave in Motion	Trans.	V, S, M	1 action	Personal	You	1 hr/lvl	None	No	KPG, 193
☐☐☐☐☐	6	Eyebite	Trans.	V, S	1 action	Close	You	1 rd/3 lvls	Spcl.	Yes	PH, 202
☐☐☐☐☐	6	Mass Suggestion	Ench.	V, M	1 action	Medium	Creature/lvl, 30 ft apart	1 hr/lvl	Will Neg.	Yes	PH, 226
☐☐☐☐☐	6	Project Image	Ill.	V, S, M	1 action	Medium	Shadow duplicate	1 rd/lvl (D)	Will Disb.	No	PH, 239
☐☐☐☐☐	6	Veil	Ill.	V, S	1 action	Long	1+ creatures, 30 ft apart	Conc +1 hr/lvl (D)	Will Neg.	Yes	PH, 269
☐☐☐☐☐	6	Wave of Destruction	Trans.	V, S, M	1 action	120 ft.	Cone	Inst.	None	No	KPG, 193

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

CLERIC

MEMORIZED	SPELL LEVEL	SPELL NAME	TYPE	COMPONENTS	CASTING TIME	RANGE	TARGET/EFFECT	DURATION	SAVING THROW	SR	SOURCE
☐☐☐☐☐	0	Create Water	Conj	V, S	1 action	Close	Up to 2 gallons/lvl	Inst.	None	No	PH, 189
☐☐☐☐☐	0	Cure Minor Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	None	No	PH, 190
☐☐☐☐☐	0	Detect Magic	Univ.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 193
☐☐☐☐☐	0	Detect Poison	Div.	V, S	1 action	Close	Creature,obj or 5' cube	Inst.	None	No	PH, 193
☐☐☐☐☐	0	Guidance	Div.	V, S	1 action	Touch	Creature touched	1 min / until Disc.	None	Yes	PH, 211
☐☐☐☐☐	0	Inflict Minor Wounds	Nec.	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 217
☐☐☐☐☐	0	Light	Evoc.	V, M	1 action	Touch	Light in 20' radius	10 min/lvl (D)	None	No	PH, 222
☐☐☐☐☐	0	Mending	Trans.	V, S	1 action	10 ft.	Object up to 1 lbs	Inst.	Will Neg.	Yes	PH, 227
☐☐☐☐☐	0	Purify Food and Drink	Univ.	V, S	1 action	10 ft.	1 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 241
☐☐☐☐☐	0	Read Magic	Univ.	V, S, F	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 243
☐☐☐☐☐	0	Resistance	Abj.	V, S, M	1 action	Touch	Creature touched	1 min	Will Neg.	Yes	PH, 245
☐☐☐☐☐	0	Spot Invisible	Div.	V, S	1 action	Personal	You	Inst.	None	No	KPG, 187
☐☐☐☐☐	0	Virtue	Trans.	V, S, DF	1 action	Touch	Creature touched	1 min	None	No	PH, 269
☐☐☐☐☐	1	Bane	Ench.	V, S, DF	1 action	50 ft.	Enemies within 50 ft	1 min/lvl	Will Neg.	Yes	PH, 177
☐☐☐☐☐	1	Bless	Ench.	V, S, DF	1 action	50 ft.	Allies within 50 ft	1 min/lvl	None	Yes	PH, 180
☐☐☐☐☐	1	Bless Water	Trans.	V, S, M	1 min	Touch	Water flask touched	Inst.	Will Neg.	Yes	PH, 180
☐☐☐☐☐	1	Burial Blessing	Abj.	V, S, M, XP	10 min	Touch	Corpse touched	Perm.	Will Neg.	Yes	DotF, 83
☐☐☐☐☐	1	Cause Fear	Nec.	V, S	1 action	Close	-2 to att/dmg/saves	1d4 rds	Will Neg.	Yes	PH, 182
☐☐☐☐☐	1	Command	Ench.	V	1 action	Close	One living creature	1 rd	Will Neg.	Yes	PH, 186
☐☐☐☐☐	1	Comprehend Languages	Div.	V, S, M	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 186
☐☐☐☐☐	1	Cure Light Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	1	Curse Water	Trans.	V, S, M	1 min	Touch	Water flask touched	Inst.	Will Neg.	Yes	PH, 190
☐☐☐☐☐	1	Deathwatch	Nec.	V, S	1 action	Close	Quarter circle	10 min/lvl	None	No	PH, 191
☐☐☐☐☐	1	Detect Chaos/Evil/Good/Law	Div.	V, S, DF	1 action	60 ft.	Quarter circle	Conc. up to 10	None min/lvl (D)	No	PH, 192
☐☐☐☐☐	1	Detect Undead	Div.	V, S, DF	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 194
☐☐☐☐☐	1	Deterrence	Abj.	V, S, DF	1 action	Close	One object	1 rd/lvl	Will Neg.	No	KPG, 169
☐☐☐☐☐	1	Disinter	Trans.	V, S, M	1 action	Long	One item	Inst.	None	No	KPG, 169
☐☐☐☐☐	1	Divine Favor	Evoc.	V, S, DF	1 action	Personal	You	1 min	None	No	PH, 197
☐☐☐☐☐	1	Doom	Ench.	V, S, DF	1 action	Medium	One living creature	1 min/lvl	Will Neg.	Yes	PH, 198
☐☐☐☐☐	1	End	Abj.	V	1 action	Medium	One spell	Inst.	None	No	KPG, 171
☐☐☐☐☐	1	Endure Elements	Abj.	V, S	1 action	Touch	Creature touched	24 hrs	None	Yes	PH, 199
☐☐☐☐☐	1	Entropic Shield	Abj.	V, S	1 action	Personal	You	1 min/lvl	None	No	PH, 200
☐☐☐☐☐	1	Faith Healing	Conj	V, S	1 action	Touch	Creature Touched	Inst.	Will half (harmless)	Yes (harmless)	MoF, 93
☐☐☐☐☐	1	Faith Shield	Ill.	V, S, DF	1 action	Touch	Creature touched	1 rd/lvl or until dispelled	Will Neg.	Yes	KPG, 172
☐☐☐☐☐	1	Flash of Lightning	Evoc.	V, S, M	1 action	Long	10ft. radius sphere	1 rd/lvl	Will Neg.	Yes	KPG, 173
☐☐☐☐☐	1	Forbid	Ench.	V	1 action	Close	One living creature	1 rd	Will Neg.	Yes	KPG, 173
☐☐☐☐☐	1	Graced By Saints	Evoc.	V, S, DF	1 action	Medium	One creature	1 min	Fort. Neg.	Yes	KPG, 175
☐☐☐☐☐	1	Handfire	Evoc.	V, S	1 action	Touch	Creature Touched	Inst.	None	Yes	MoF, 98
☐☐☐☐☐	1	Icy Hands	Trans.	V, S	1 action	10 ft.	Semicircular blast of ice 10' long, centered on your hands	Inst.	Ref. half	Yes	KPG, 176
☐☐☐☐☐	1	Inflict Light Wounds	Nec.	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 217
☐☐☐☐☐	1	Invisibility to Undead	Abj.	V, S, DF	1 action	Touch	Touched creature/lvl	10 min/lvl (D)	Will Neg.	Yes	PH, 218
☐☐☐☐☐	1	Magic Stone	Trans.	V, S, DF	1 action	Touch	Vs undead 2d6+2	30 min or 'til Disc.	Will Neg.	Yes	PH, 225
☐☐☐☐☐	1	Magic Weapon	Trans.	V, S	1 action	Touch	+1 att/dmg	1 min/lvl	Will Neg.	Yes	PH, 225
☐☐☐☐☐	1	Obscuring Mist	Conj	V, S	1 action	30 ft.	Cloud spreads 30 ft	1 min/lvl	None	No	PH, 233
☐☐☐☐☐	1	Portal Beacon	Trans.	V, S	1 action	Close	One interplanar portal	1 hr/lvl	None	No	MotP, 37
☐☐☐☐☐	1	Protection from Chaos/Evil/Good/Law	Abj.	V, S, M	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	No	PH, 240
☐☐☐☐☐	1	Random Action	Ench.	V, S, DF	1 action	Close	One living creature	1 rd	Will Neg.	Yes	PH, 242
☐☐☐☐☐	1	Regenerate Light Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	1	Remove Fear	Abj.	V, S	1 action	Close	Max 30 ft apart	10 min	Will Neg.	Yes	PH, 245
☐☐☐☐☐	1	Rosemantle	Abj.	V, S	1 action	Touch	Creature touched	1 rd/lvl	Will Neg (harmless)	Yes	MoF, 114
☐☐☐☐☐	1	Sanctuary	Abj.	V, S, DF	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	No	PH, 247
☐☐☐☐☐	1	Shield of Faith	Abj.	V, S, M	1 action	Touch	+2 deflect +1/6 lvls	1 min/lvl	Will Neg.	Yes	PH, 251
☐☐☐☐☐	1	Silken Grasp	Trans.	V, F/DF	1 action	Personal	You	1 rd/lvl	None	No	KPG, 185
☐☐☐☐☐	1	Summon Monster I	Conj	V, S, F	1 full rd	Close	Summoned creature	1 rd/lvl (D)	None	No	PH, 258
☐☐☐☐☐	1	Vision of Glory	Div.	V, S, DF	1 action	Touch	Creature Touched	1 min/until Disc.	None	Yes	MoF, 131
☐☐☐☐☐	1	Wieldskill	Div.	V, S	1 action	Touch	Creature Touched	1 min/lvl	None	No	MoF, 134
☐☐☐☐☐	2	Aid	Ench.	V, S, DF	1 action	Touch	Living creature	1 min/lvl	None	Yes	PH, 172
☐☐☐☐☐	2	Animal Messenger	Ench.	V, S, M	1 action	Close	One Tiny animal	1 day/lvl	None	Yes	PH, 173
☐☐☐☐☐	2	Augury	Div.	V, S, F	1 action	Personal	You	Inst.	None	No	PH, 177
☐☐☐☐☐	2	Aura Against Flame	Abj.	V, S	1 action	Personal	You	1 rd/lvl	None	Yes	MoF, 78
☐☐☐☐☐	2	Avoid Planar Effects	Abj.	V	1 action	20 ft.	One creature/lvl in a 20' radius burst, centered on you	1 min/lvl	None	Yes	MotP, 33
☐☐☐☐☐	2	Body Blades	Trans.	V, S	1 action	Personal	You	1 rd/lvl	None	No	MoF, 82
☐☐☐☐☐	2	Brambles	Trans.	V, S, M	1 action	Touch	Wooden weapon touched	1 rd/lvl	None	No	DotF, 82
☐☐☐☐☐	2	Bull's Strength	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Calm Emotions	Ench.	V, S, DF	1 action	Medium	Max 30 ft apart	Conc. up to 1 rd/lvl (D)	Will Neg.	Yes	PH, 182
☐☐☐☐☐	2	Consecrate	Evoc.	V, S, M, DF	1 action	Close	20' radius	2 hrs/lvl	None	No	PH, 187
☐☐☐☐☐	2	Cure Moderate Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	2	Curse of Ill Fortune	Trans.	V, S, DF	1 action	Medium	One living Creature	1 min/lvl	Will Neg.	yes	MoF, 86
☐☐☐☐☐	2	Darkness	Evoc.	V, M	1 action	Touch	Obj, 20' radius	10 min/lvl (D)	None	No	PH, 190

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	2	Death Knell	Nec.	V, S	1 action	Touch	Living creature touched	10 min/creature HD	Will Neg.	Yes	PH, 191
☐☐☐☐☐	2	Delay Poison	Conj	V, S, DF	1 action	Touch	Creature touched	1 hr/lvl	Fort. Neg.	Yes	PH, 191
☐☐☐☐☐	2	Desecrate	Evoc.	V, S, M, DF	1 action	Close	20' radius	2 hrs/lvl	None	Yes	PH, 192
☐☐☐☐☐	2	Divine Flame	Abj.	V, S	1 action	15 ft.	15' radius emanation, centered on you	1 rd/lvl	Fort. half	Yes	DotF, 85
☐☐☐☐☐	2	Divine Zephyr	Abj.	V, S	1 action	15 ft.	15' radius emanation, centered on you	1 rd/lvl	Fort. half	Yes	DotF, 85
☐☐☐☐☐	2	Eagle's Splendor	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 87
☐☐☐☐☐	2	Endurance	Trans.	V, S, DF	1 action	Touch	Creature gains stamina	1 hr/lvl	Will Neg.	Yes	PH, 199
☐☐☐☐☐	2	Enthrall	Ench.	V, S	1 full rd	Medium	Any number of creatures	Up to 1 hr	Will Neg.	Yes	PH, 200
☐☐☐☐☐	2	Exile	Ench.	V, S, M	1 action	Close	One creature	1 rd/lvl	Will Neg.	Yes	KPG, 172
☐☐☐☐☐	2	Filter	Abj.	V, S, M, DF	1 action	Touch	Creature touched	10 min/lvl	Will Neg.	Yes	Tome, 89
☐☐☐☐☐	2	Find Traps	Div.	V, S	1 action	Medium	You	1 min/lvl	None	No	PH, 203
☐☐☐☐☐	2	Fox's Cunning	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 89
☐☐☐☐☐	2	Gaze Screen	Abj.	V, S	1 action	Touch	Living creature touched	10 min/lvl	Will Neg.	Yes	Tome, 90
☐☐☐☐☐	2	Gentle Repose	Nec.	V, S, M	1 action	Touch	Corpse touched	1 day/lvl	Will Neg.	Yes	PH, 208
☐☐☐☐☐	2	Hammerfist	Trans.	V, S, F	1 action	Personal	You	1 rd/lvl (D)	None	No	KPG, 176
☐☐☐☐☐	2	Hand of Divinity	Evoc.	V, S, DF	1 min	Touch	Creature Touched	1 min/lvl	Will Neg (harmless)	Yes	MoF, 98
☐☐☐☐☐	2	Hold Person	Ench.	V, S, F	1 action	Medium	Med-size or smaller	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	2	Inflict Moderate Wounds	Nec.	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 217
☐☐☐☐☐	2	Knife Spray	Evoc.	V, S	1 action	Close	Cone	Inst.	Ref. half	Yes	DotF, 87
☐☐☐☐☐	2	Lesser Restoration	Conj	V, S	3 rds	Touch	Creature touched	Inst.	Will Neg.	Yes	PH, 222
☐☐☐☐☐	2	Make Whole	Trans.	V, S	1 action	Close	Up to 10 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 225
☐☐☐☐☐	2	Owl's Wisdom	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 94
☐☐☐☐☐	2	Remove Paralysis	Conj	V, S	1 action	Close	1:neg,2:+4,3-4:+2	Inst.	Will Neg.	Yes	PH, 245
☐☐☐☐☐	2	Resist Elements	Abj.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	None	Yes	PH, 246
☐☐☐☐☐	2	Shatter	Evoc.	V, S, M	1 action	Close	3' radius, 1 lb/lvl	Inst.	Spcl.	Yes	PH, 251
☐☐☐☐☐	2	Shield Other	Abj.	V, S, F	1 action	Close	+1 AC, +1 saves	1 hr/lvl (D)	Will Neg.	Yes	PH, 251
☐☐☐☐☐	2	Silence	Ill.	V, S	1 action	Long	15' radius	1 min/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	2	Sound Burst	Evoc.	V, S, DF	1 action	Close	10' radius spread	Inst.	Will Part.	Yes	PH, 254
☐☐☐☐☐	2	Speak with Animals	Div.	V, S	1 action	Personal	You	1 min/lvl	None	No	PH, 254
☐☐☐☐☐	2	Spectral Stag	Conj	V, S, DF	1 action	0 ft.	One quasi-real Staglike Crature	1 rd/lvl	See text	Yes	MoF, 120
☐☐☐☐☐	2	Spell Shield	Abj.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	Will Neg (harmless)	Yes (harmless)	MoF, 122
☐☐☐☐☐	2	Spiritual Weapon	Evoc.	V, S, DF	1 action	Medium	1d8 dmg	1 rd/lvl (D)	None	Yes	PH, 256
☐☐☐☐☐	2	Stone Bones	Trans.	V, S, F	1 action	Touch	Corporeal Undead creature touched	10 min/lvl	Will Neg (harmless)	Yes (harmless)	MoF, 123
☐☐☐☐☐	2	Summon Monster II	Conj	V, S, F	1 full rd	Close	1 or 1:1d3	1 rd/lvl (D)	None	No	PH, 258
☐☐☐☐☐	2	Tharizdun's Touch	Ench.	V, S	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	RTEE, 162
☐☐☐☐☐	2	Thunderclap	Evoc.	V, S, M	1 action	Close	Cone	Inst.	Fort. Part.	Yes	KPG, 189
☐☐☐☐☐	2	Touch of Madness	Ench.	V, S	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	DotF, 90; KPG, 189
☐☐☐☐☐	2	Undetectable Alignment	Abj.	V, S	1 action	Close	One creature or obj.	24 hrs	Will Neg.	Yes	PH, 267
☐☐☐☐☐	2	Wall of Thought	Conj	V	1 action	Close	One wall whose area is up to one 5ft. square/lvl	10 min/lvl	None	Yes	KPG, 192
☐☐☐☐☐	2	Zone of Truth	Ench.	V, S, DF	1 action	Close	5' radius/lvl	1 min/lvl	Will Neg.	Yes	PH, 274
☐☐☐☐☐	3	Amanuensis	Trans.	V, S, M	1 action	Close	Object(s) with writing	10 min/lvl	Will Neg. (obj.)	Yes	MoF, 77
☐☐☐☐☐	3	Animate Dead	Nec.	V, S, M	1 action	Touch	HD/lvl	Inst.	None	No	PH, 174
☐☐☐☐☐	3	Attune Form	Trans.	V, S, M/DF	1 action	Touch	One or more living creatures touched	2 hrs/lvl	None	No	MotP, 33
☐☐☐☐☐	3	Bestow Curse	Trans.	V, S	1 action	Touch	Creature touched	Perm.	Will Neg.	Yes	PH, 178
☐☐☐☐☐	3	Blast of Force	Evoc.	V, S	1 action	Medium	Ray	Inst.	Fort.	Yes	RTEE, 162
☐☐☐☐☐	3	Blessed Aim	Div.	V, S	1 action	60 ft.	60 ft. spread centered on you	Conc.	Will Neg.	No	DotF, 81
☐☐☐☐☐	3	Blindess / Deafness	Trans.	V	1 action	Medium	Living creature	Perm. (D)	Fort. Neg.	Yes	PH, 180
☐☐☐☐☐	3	Briar Web	Trans.	V, S, DF	1 action	Medium	Plants in a 40 ft. radius spread	1 min/lvl	See text	No	DotF, 83 MotW, 85
☐☐☐☐☐	3	Chain of Eyes	Div.	V, S	1 action	Touch	Living creature touched	1 hr/lvl	Will Neg.	Yes	DotF, 84
☐☐☐☐☐	3	Circle Dance	Div.	V, S	1 min	Personal	You	Inst.	None	No	MoF, 84
☐☐☐☐☐	3	Contagion	Nec.	V, S	1 action	Touch	Living creature	Inst.	Fort. Neg.	Yes	PH, 187
☐☐☐☐☐	3	Continual Flame	Ill.	V, S, M	1 action	0 ft.	Illusory flame	Perm.	None	No	PH, 188
☐☐☐☐☐	3	Create Food and Water	Conj	V, S	10 min	Close	For 1 day	24 hrs	None	No	PH, 189
☐☐☐☐☐	3	Cure Serious Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	3	Curse of the Brute	Trans.	V, S	1 action	Touch	Creature touched	1 rd/lvl	Fort. Neg.	Yes	DotF, 84
☐☐☐☐☐	3	Dark Way	Ill.	V, S, DF	1 action	Close	One bridge of force 2' wide 1" thick, and up to 20'/lvl long	1 rd/lvl	none	Yes	MoF, 87
☐☐☐☐☐	3	Darkfire	Evoc.	V, S	1 action	0 ft.	Flame in your Palm	1 rd/lvl	None	Yes	LoD, 186 MoF, 86
☐☐☐☐☐	3	Daylight	Evoc.	V, S	1 action	Touch	Obj, 60' radius	10 min/lvl	None	No	PH, 191
☐☐☐☐☐	3	Deeper Darkness	Evoc.	V, S	1 action	Touch	Object touched	1 day/lvl	None	No	PH, 191
☐☐☐☐☐	3	Detect Lycanthrope	Div.	V, S, DF	1 action	60 ft.	Area: Quarter circle emanating from you to extreme of range	Conc. up to oge rd/lvl	None	No	KPG, 169
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Flame of Faith	Evoc.	V, S, M	1 action	Touch	Nonmagical weapon touched	1 rd/lvl	None	No	DotF, 86
☐☐☐☐☐	3	Forceward	Abj.	V, S, DF	1 full rd	10 ft.	10' radius emanation centered on you	1 min/lvl	Will Neg.	Yes	MoF, 95
☐☐☐☐☐	3	Glyph of Warding	Abj.	V, S, M	10 min	Touch	Obj touched/5sq ft/lvl	Until Disc.	Spcl.	Yes	PH, 209
☐☐☐☐☐	3	Handfang	Nec.[Evil]	V, S	1 action	Touch	Creature touched	1 rd/lvl	Ref. half	No	LoD, 187
☐☐☐☐☐	3	Helping Hand	Evoc.	V, S, DF	1 action	5 miles	Ghostly hand	1 hr/lvl	None	No	PH, 213
☐☐☐☐☐	3	Inflict Serious Wounds	Nec.	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 217
☐☐☐☐☐	3	Interplanar Message	Evoc.	V, S	1 action	See text	One creature	1 rd	Will Neg.	Yes	MotP, 36
☐☐☐☐☐	3	Invisibility Purge	Evoc.	V, S	1 action	Personal	You	1 min/lvl (D)	None	No	PH, 218
☐☐☐☐☐	3	Lesser Aspect of the Deity	Trans.	V, S, DF	1 action	Personal	You	1 rd/lvl	None	No	DotF, 87; KPG, 178
☐☐☐☐☐	3	Lesser Telepathic Bond	Div.	V, S	1 action	30 ft.	You & one willing creature within 30 ft.	10 min/lvl	None	No	DotF, 87; KPG, 178
☐☐☐☐☐	3	Locate Object	Div.	V, S, F	1 action	Long	Radius 400 ft + 40 ft/lvl	1 min/lvl	None	No	PH, 223

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	3	Mace of Odo	Evoc.	V, S, DF	1 full rd	0 ft.	Mace of force	1 rd/lvl	Fort. Neg.	Yes	MoF, 106
☐☐☐☐☐	3	Magic Circle against Chaos/Evil/Good/Law	Abj.	V, S, M	1 action	Touch	Emanates 10 ft	10 min/lvl	Will Neg.	No	PH, 223
☐☐☐☐☐	3	Magic Vestment	Trans.	V, S, DF	1 action	Touch	+1/3 lvls (max +5)	1 hr/lvl	Will Neg.	Yes	PH, 225
☐☐☐☐☐	3	Mass Resist Elements	Abj.	V, S, DF	1 action	Touch	One creature/lvl, no two of which can be more than 30' apart	1 min/lvl	None	Yes	Tome, 93
☐☐☐☐☐	3	Meld into Stone	Trans.	V, S, DF	1 action	Personal	You	10 min/lvl	None	No	PH, 226
☐☐☐☐☐	3	Mystic Lash	Evoc.	V, S, DF	1 action	0 ft.	Electric whip	1 rd/lvl	Fort. Neg.	Yes	MoF, 109 LoD, 187
☐☐☐☐☐	3	Negative Energy Protection	Abj.	V, S	1 action	Touch	Living creature touched	1 rd/lvl	Will Neg.	Yes	PH, 231
☐☐☐☐☐	3	Obscure Object	Abj.	V, S, M	1 action	Touch	Up to 100 lb/lvl	8 hrs	Will Neg.	Yes	PH, 232
☐☐☐☐☐	3	One Heart	Evoc.	V, S, DF	1 action	Close	Up to one character/lvl in a 20 ft. radius	10 min/lvl	Will Neg.	Yes	KPG, 182
☐☐☐☐☐	3	Phantom Plow	Evoc. [earth]	V, S, M	1 action	See text	See text	Perm.	(See text)	No	LoD, 187
☐☐☐☐☐	3	Piercing the Fiend's Veil	Div.	V, S, DF	1 action	Medium	One fiend	1 day/lvl	None	Yes	KPG, 182
☐☐☐☐☐	3	Positive Energy Protection	Abj.	V, S	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	MotP, 37
☐☐☐☐☐	3	Prayer	Conj	V, S, DF	1 action	30 ft.	Allies/foes 30' radius	1 rd/lvl	None	Yes	PH, 238
☐☐☐☐☐	3	Protection from Elements	Abj.	V, S	1 action	Touch	Creature touched	10 min/lvl	None	Yes	PH, 240
☐☐☐☐☐	3	Rage	Ench.	V, S	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	DotF, 88; KPG, 183 RTEE, 161
☐☐☐☐☐	3	Regenerate Moderate Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 93
☐☐☐☐☐	3	Remedy Moderate Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds +1 rd/2 lvls	Will Neg (harmless)	Yes (harmless)	MoF, 113
☐☐☐☐☐	3	Remove Blindness/Deafness	Conj	V, S	1 action	Touch	Creature touched	Inst.	Fort. Neg.	Yes	PH, 244
☐☐☐☐☐	3	Remove Curse	Abj.	V, S	1 action	Touch	Creature or item touched	Inst.	Will Neg.	Yes	PH, 244
☐☐☐☐☐	3	Remove Disease	Conj	V, S	1 action	Touch	Creature touched	Inst.	Fort. Neg.	Yes	PH, 244
☐☐☐☐☐	3	Safety	Abj.	V, S	1 action	Personal or touch	You or creature touched	10 min/lvl	None or Will Neg.	No or Yes	MotP, 38
☐☐☐☐☐	3	Searing Light	Evoc.	V, S	1 action	Medium	Ray	Inst.	None	Yes	PH, 248
☐☐☐☐☐	3	Speak with Dead	Nec.	V, S, DF	10 min	10 ft.	One dead creature	1 min/lvl	Will Neg.	No	PH, 254
☐☐☐☐☐	3	Speak with Plants	Div.	V, S	1 action	Personal	You	1 min/lvl	None	No	PH, 254
☐☐☐☐☐	3	Spikes	Trans.	V, S, M	1 action	Touch	Wooden weapon touched	1 hr/lvl	None	No	DotF, 90
☐☐☐☐☐	3	Stone Shape	Trans.	V, S, DF	1 action	Touch	10 cu ft + 1 cu ft/lvl	Inst.	None	No	PH, 257
☐☐☐☐☐	3	Summon Monster III	Conj	V, S, F	1 full rd	Close	1 or 1:1d4+1, 2:1d3	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	3	Sweet Water	Div.	V, S, M	1 action	Long	A well shaft, 10' diameter, up to 100' deep	Inst.	None	No	DotF, 90
☐☐☐☐☐	3	Sword Stream	Evoc.	V, S	1 action	Close	5' wide out to limit of range	Inst.	Ref. half	Yes	DotF, 90
☐☐☐☐☐	3	Understand Device	Div.	V, S	1 action	Close	You	1 min/lvl	None	No	MoF, 130
☐☐☐☐☐	3	Water Breathing	Trans.	V, S, DF	1 action	Touch	Living creatures touched	2 hrs/lvl	Will Neg.	Yes	PH, 271
☐☐☐☐☐	3	Water Walk	Trans.	V, S, DF	1 action	Touch	Touched creature/lvl	10 min/lvl	Will Neg.	Yes	PH, 271
☐☐☐☐☐	3	Weapon of Impact	Trans.	V, S	1 action	Close	1 weapon or 50 blunt projectiles, must be in contact at time of casting	10 min/lvl (harmless, obj.)	Will Neg. (harmless, obj.)	Yes	MoF, 134
☐☐☐☐☐	3	Wind Wall	Evoc.	V, S, M/DF	1 action	Medium	10/lvl long,5/lvl high	1 rd/lvl	None	Yes	PH, 273
☐☐☐☐☐	3	Zone of Respite	Abj.	V, S, M	2 rds	Medium	30 ft. cube/lvl	10 min/lvl	None	No	MotP, 40
☐☐☐☐☐	3	Zone of Revelation	Div.	V, S, DF/M	1 action	Close	5 ft. radius/lvl emanation	1 min/lvl	None	Yes	MotP, 40
☐☐☐☐☐	4	Air Walk	Trans.	V, S, DF	1 action	Touch	Creature touched	10 min/lvl	None	Yes	PH, 172
☐☐☐☐☐	4	Beast Claws	Trans.	V, S, M	1 action	Personal	You	1 rd/lvl	None	No	DotF, 81
☐☐☐☐☐	4	Blindsight	Trans.	V, S	1 action	Touch	Creature touched	1 hr/lvl	Will Neg (harmless)	Yes (harmless)	MoF, 82
☐☐☐☐☐	4	Castigate	Evoc.	V	1 action	10 ft.	10 ft. radius emanation	Inst.	Fort. half	Yes	DotF, 83
☐☐☐☐☐	4	Control Water	Trans.	V, S, M	1 action	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	None	No	PH, 188
☐☐☐☐☐	4	Cure Critical Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	4	Curse Contagion	Trans.	V, S	1 action	Medium	20ft. radius sphere	1 min/lvl	None	Yes	KPG, 168
☐☐☐☐☐	4	Death Ward	Nec.	V, S, DF	1 action	Touch	Living creature touched	10 min/lvl	None	Yes	PH, 191
☐☐☐☐☐	4	Dimensional Anchor	Abj.	V, S	1 action	Medium	Ray	1 min/lvl	None	Yes	PH, 195
☐☐☐☐☐	4	Discern Lies	Div.	V, S, DF	1 action	Close	1/lvl,max30ft apart	Conc. up to 1 rd/lvl (D)	Will Neg.	No	PH, 195
☐☐☐☐☐	4	Dismissal	Abj.	V, S, F	1 action	Close	Extraplanar creature	Inst.	Will Neg.	Yes	PH, 196
☐☐☐☐☐	4	Distort Speech	Trans.	V, S	1 action	Close	One Creature	1 rd/lvl	Will Neg.	Yes	MoF, 90
☐☐☐☐☐	4	Divination	Div.	V, S, M	10 min	Personal	You	Inst.	None	No	PH, 197
☐☐☐☐☐	4	Divine Power	Evoc.	V, S, DF	1 action	Personal	Fighter's attack bonus	1 rd/lvl	None	No	PH, 197
☐☐☐☐☐	4	Divine Storm	Evoc.	V, S, DF	1 full rd	Close	Whirling disk of weapons, up to 30 ft. radius	Conc.	Ref. Neg.	Yes	DotF, 85
☐☐☐☐☐	4	Dread Blast	Nec.	V, S	1 action	Medium	Ray	Inst.	Will half	Yes	LoD, 186
☐☐☐☐☐	4	Ether Blast	Abj.	V, S, M	1 action	Close	25' + 5'/2 lvls spherical emanation centered on you	1 rd/lvl	None	No	MotP, 35
☐☐☐☐☐	4	Favor of Ilmater	Nec.	V, S	1 action	Medium	Willing Creature	1 min/lvl or Inst.	None	Yes	MoF, 93
☐☐☐☐☐	4	Freedom of Movement	Abj.	V, S, M, DF	1 action	Personal & touch	You or creature touched	10 min/lvl	None	No	PH, 207
☐☐☐☐☐	4	Giant Vermin	Trans.	V, S, DF	1 action	Close	1-3 vermin	1 min/lvl	None	Yes	PH, 209
☐☐☐☐☐	4	Greater Magic Weapon	Trans.	V, S, M	1 action	Close	Weapon or 50 proj.	1 hr/lvl	Will Neg.	Yes	PH, 210
☐☐☐☐☐	4	Hand of Torm	Abj.	V, S, DF	1 min	10 ft.	10' radius emanation centered on you	1 hr/lvl	Fort. Neg.	Yes	MoF, 99
☐☐☐☐☐	4	Harrier	Conj	V, S	1 action	Close	One creature	1 rd/lvl or until target dies	None	No	DotF, 87
☐☐☐☐☐	4	Imbue with Spell Ability	Evoc.	V, S, DF	10 min	Touch	Creature touched	Until Disc.	Will Neg.	Yes	PH, 216
☐☐☐☐☐	4	Inflict Critical Wounds	Nec.	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 217
☐☐☐☐☐	4	Iron Bones	Trans.	V, S, F	1 action	Touch	Corporeal undead creature touched	10 min/lvl	Will Neg.	Yes	MoF, 102
☐☐☐☐☐	4	Know Vulnerabilities	Div.	V, S	1 action	Close	One Creature	Inst.	Will Neg.	Yes	MoF, 104

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	4	Lesser Planar Ally	Conj	V, S, DF	10 min	Close	Up to 8 HD	Inst.	None	No	PH, 221
☐☐☐☐☐	4	Make Manifest	Trans.	V, S	1 action	Close	One creature	1 rd/lvl	Will Neg.	Yes	MotP, 36
☐☐☐☐☐	4	Neutralize Poison	Conj	V, S, M	1 action	Touch	Creature / obj 1 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 232
☐☐☐☐☐	4	Night's Mantle	Abj.	V, S	1 action	Personal	Creature touched	10 min/lvl (D)	None	No	LoD, 187
☐☐☐☐☐	4	Poison	Nec.	V, S, DF	1 action	Touch	Living creature touched	Inst.	Fort. Neg.	Yes	PH, 236
☐☐☐☐☐	4	Recitation	Conj	V, S, DF	1 action	60 ft.	All allies & foes within a 60' radius burst centered on you	1 rd/lvl	None	Yes	DotF, 89
☐☐☐☐☐	4	Repel Vermin	Abj.	V, S, DF	1 action	10 ft.	10' radius	10 min/lvl	Will Neg.	Yes	PH, 245
☐☐☐☐☐	4	Restoration	Conj	V, S	3 rds	Touch	Creature touched	Inst.	Will Neg.	Yes	PH, 246
☐☐☐☐☐	4	Revenance	Conj	V, S, M, DF	1 full rd	Touch	Dead Ally Touched	1 min/lvl	None	Yes	MoF, 113
☐☐☐☐☐	4	Sarmar's Coin Beacon	Div.	V, S, M/DF	1 full rd	Touch	One metal object	2 hrs/lvl	None	No	KPG, 184
☐☐☐☐☐	4	Sending	Evoc.	V, S, DF	10 min	Spcl.	One creature	1 rd	None	No	PH, 248
☐☐☐☐☐	4	Shadow Blast	Evoc.	V, S, M	1 action	Long	20 ft. radius spread	Inst.	Fort. Neg.	Yes	MotP, 39
☐☐☐☐☐	4	Skull of Secrets	Ill. (shadow)	V, S	1 full rd	Close	Intangible skull	Perm. until Disc.	Ref. half	Yes	LoD, 188 MoF, 119
☐☐☐☐☐	4	Spell Immunity	Abj.	V, S, DF	1 action	Touch	Creature touched	10 min/lvl	Will Neg.	Yes	PH, 255
☐☐☐☐☐	4	Status	Div.	V, S	1 action	Touch	1 creature touched/3 lvls	1 hr/lvl	Will Neg.	Yes	PH, 256
☐☐☐☐☐	4	Summon Monster IV	Conj	V, S, F	1 action	Close	4:1,3:1d3,2-1:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	4	Tongues	Div.	V, M	1 action	Touch	Creature touched	10 min/lvl	None	No	PH, 265
☐☐☐☐☐	4	Unfailing Endurance	Trans.	V, S	1 full rd	Touch	One living creature/lvl	1 day/lvl	None	Yes	DotF, 91
☐☐☐☐☐	4	Veshemo Wanes	Abj.	V, S, F/DF	1 action	Medium	All lycanthropes within a 30ft. radius sphere	Inst.	Will Neg.	Yes	KPG, 191
☐☐☐☐☐	4	Wall of Chaos/Evil/ Good/Law	Abj.	V, S, M, DF	1 action	Close	Wall, area up to one 10' square or hemisphere, radius up to 5'/2 casting lvls	10 min/lvl	None	Yes	MoF, 131
☐☐☐☐☐	4	Wave in Motion	Trans.	V, S, M	1 action	Personal	You	1 hr/lvl	None	No	KPG, 193
☐☐☐☐☐	4	Weapon of the Deity	Trans.	V, DF	1 action	Personal	Your weapon	1 rd/lvl	See text	No	DotF, 92; KPG, 193 MoF, 132
☐☐☐☐☐	4	Weather Eye	Div.	V, S, M, DF	1 hr	1 mile radius	1 mile radius + 1mile/lvl, +1 mile/lvl centered on you	Inst.	None	No	DotF, 92
☐☐☐☐☐	4	Wisdom of the Ancients	Div.	V, S	1 action	Personal	You	1 hr	None	No	KPG, 193
☐☐☐☐☐	5	Atonement	Abj.	Spcl.	1 hr	Touch	Living creature touched	Inst.	None	Yes	PH, 176
☐☐☐☐☐	5	Banish Undeath	Nec.	V, S, DF	1 full rd	Medium	One creature	1 rd/lvl	Will Neg.	Yes	KPG, 165
☐☐☐☐☐	5	Battletide	Trans.	V, S, DF	1 action	Close	Caster & up to 1 creature/lvl, no two of which can be more than 30' apart	1 rd/lvl	No and Will Neg.	Yes MoF, 80	LoD, 185
☐☐☐☐☐	5	Bear's Heart	Trans.	V, S	1 action	20 ft.	Living allies within 20 ft.	1 rd/lvl	Will Neg.	No	DotF, 81
☐☐☐☐☐	5	Blight	Nec.	V, S, DF	1 action	See text	See text	Inst.	See text	Yes	DotF, 81 MotW, 84
☐☐☐☐☐	5	Bolts of Bedevilment	Ench.	V, S	1 action	Medium	Ray	1 rd/lvl	Will Neg.	Yes	DotF, 82; KPG, 166 RTEE, 161
☐☐☐☐☐	5	Break Enchantment	Abj.	V, S	1 min	Close	1 creature/lvl, within 30ft	Inst.	Spcl.	No	PH, 181
☐☐☐☐☐	5	Circle of Doom	Nec.	V, S	1 action	20 ft.	Within 20' radius	Inst.	Fort. half	Yes	PH, 184
☐☐☐☐☐	5	Commune	Div.	V, S, DF, XP	10 min	Personal	You	1 rd/lvl	None	No	PH, 186
☐☐☐☐☐	5	Crawling Darkness	Conj	V, S, DF	1 Full rd	Personal	You	1 min/lvl (D)	None	No	MoF, 86
☐☐☐☐☐	5	Dimensional Lock	Abj.	V, S	1 action	Medium	15' radius emanation centered on a point in space	1 day/lvl	None	Yes	Tome, 87 MoF, 89
☐☐☐☐☐	5	Dispel Chaos/Evil/ Good/Law	Abj.	V, S, DF	1 action	Touch	Spcl.	1 rd/lvl or until Disc.	Spcl.	Spcl.	PH, 196
☐☐☐☐☐	5	Divine Agility	Trans.	V, S	1 action	Touch	Living creature touched	1 rd/lvl	Will Neg.	No	DotF, 85
☐☐☐☐☐	5	Ethereal Jaunt	Trans.	V, S	1 action	Personal	You	1 rd/lvl (D)	None	No	PH, 201
☐☐☐☐☐	5	Flame Strike	Evoc.	V, S, DF	1 action	Medium	10' radius, 40 ft high	Inst.	Ref. half	Yes	PH, 205
☐☐☐☐☐	5	Glimpse of the Future	Div.	V, S, DF	1 action	Personal	You	Up to 24 hrs	None	No	KPG, 174
☐☐☐☐☐	5	Greater Command	Ench.	V	1 action	Close	1 creature/lvl	1 rd	Will Neg.	Yes	PH, 210
☐☐☐☐☐	5	Hallow	Evoc.	V, S, M, DF	1 day	Touch	10'/lvl radius	Inst.	None	Spcl.	PH, 212
☐☐☐☐☐	5	Healing Circle	Conj	V, S	1 action	20 ft.	20' radius burst	Inst.	Fort. half	Yes	PH, 213
☐☐☐☐☐	5	Insect Plague	Conj	V, S, DF	1 full rd	Long	180 ft wide, 60 ft high	1 min/lvl	Spcl.	No	PH, 217
☐☐☐☐☐	5	Mark of Justice	Trans.	V, S, DF	10 min	Touch	Creature touched	Perm.	None	Yes	PH, 225
☐☐☐☐☐	5	Monstrous Regeneration	Conj	V, S	1 action	Touch	Living Creature touched	1 rd/2lvls	Will half (harmless)	Yes (harmless)	MoF, 109
☐☐☐☐☐	5	Plane Shift	Trans.	V, S, F	1 action	Touch	1-8 joining hands	Inst.	Will Neg.	Yes	PH, 236
☐☐☐☐☐	5	Plague of Rats	Conj	V, S, DF	1 full rd	Medium	Swarm of dire rats in a 20ft. spread	1 rd/lvl	None	Yes	DotF, 88; KPG, 182
☐☐☐☐☐	5	Raise Dead	Conj	V, S, M, DF	1 min	Touch	Dead up to 1 day/lvl	Inst.	None	Yes	PH, 242
☐☐☐☐☐	5	Regenerate Serious Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 93
☐☐☐☐☐	5	Righteous Might	Trans.	V, S, DF	1 action	Personal	You	1 rd/lvl	None	No	PH, 246
☐☐☐☐☐	5	Scrying	Div.	V, S, M, F	1 hr	Spcl.	Magical sensor	1 min/lvl	None	No	PH, 247
☐☐☐☐☐	5	Shadowskin	Nec.	V, S, M	1 action	Medium	One creature	1 hr/lvl	Fort. Neg.	No	KPG, 186
☐☐☐☐☐	5	Skull Eyes	Trans.	V, S	1 action	Close	You	1 rd/3 lvls	See text	Yes	LoD, 188
☐☐☐☐☐	5	Slay Living	Nec.	V, S	1 action	Touch	If save, dmg3d6+1/lvl	Inst.	Fort. Part.	Yes	PH, 252
☐☐☐☐☐	5	Spell Phylactery	Trans.	V, S, DF	1 action	Touch	creature touched	1 min/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 122
☐☐☐☐☐	5	Spell Resistance	Abj.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	Yes	PH, 255
☐☐☐☐☐	5	Summon Monster V	Conj	V, S, F	1 action	Close	5:1 4:1d3 1-3:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	5	True Seeing	Div.	V, S, M	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	Yes	PH, 267
☐☐☐☐☐	5	Unhallow	Evoc.	V, S, M	1 day	Touch	10'/lvl radius	Inst.	None	Spcl.	PH, 268
☐☐☐☐☐	5	Wall of Stone	Conj	V, S, DF	1 action	Medium	Area up to 5' sq/lvl	Inst.	Spcl.	No	PH, 270
☐☐☐☐☐	6	Animate Objects	Trans.	V, S	1 action	Medium	1 cu ft/lvl	1 rd/lvl	None	No	PH, 174
☐☐☐☐☐	6	Antilife Shell	Abj.	V, S, DF	1 full rd	10 ft.	10' radius	10 min/lvl (D)	None	Yes	PH, 175
☐☐☐☐☐	6	Aspect of the Deity	Trans.	V, S, DF	1 action	Personal	You	1 rd/lvl	None	No	DotF, 81; KPG, 164
☐☐☐☐☐	6	Azuth's Exalted Triad	Trans.	V, S	1 action	Personal	You	Instantaneous	None	No	MoF, 78
☐☐☐☐☐	6	Banishment	Abj.	V, S, F	1 action	Close	2 HD/lvl	Inst.	Will Neg.	Yes	PH, 177
☐☐☐☐☐	6	Blade Barrier	Evoc.	V, S	1 full rd	Medium	Up to 30' radius	10 min/lvl	Ref. Neg.	Yes	PH, 179
☐☐☐☐☐	6	Bolt of Glory	Evoc.	V, S, DF	1 action	Close	Ray	Inst.	None	Yes	DotF, 82; KPG, 166
☐☐☐☐☐	6	Circle of Dread	Ench.	V, S, M	1 action	0	10ft. radius ard you	10 min/lvl	None	Yes	KPG, 167

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	6	Create Undead	Nec.	V, S, M	1 hr	Close	1 corpse	Inst.	None	No	PH, 189
☐☐☐☐☐	6	Curse of Lycanthropy	Nec.	V, S, M, DF	1 action	Touch	Humanoid touched	Perm.	Fort. Neg.	Yes	DotF, 84; KPG, 168
☐☐☐☐☐	6	Energy Immunity	Abj.	V, S	1 action	Touch	Creature touched	24 hrs	None	Yes	Tome, 88
☐☐☐☐☐	6	Etherealness	Trans.	V, S	1 action	Touch	You + 1 creature/3 lvls	1 min/lvl (D)	None	Yes	PH, 201
☐☐☐☐☐	6	Find the Path	Div.	V, S, F	3 rds	Personal & touch	You or creature touched	10 min/lvl	None	No	PH, 203
☐☐☐☐☐	6	Forbiddance	Abj.	V, S, M, DF	6 rds	Medium	60' cube/lvl	Perm.	Spcl.	Yes	PH, 206
☐☐☐☐☐	6	Geas / Quest	Ench.	V	1 action	Close	One living creature	1 day/lvl or until Disc.	None	Yes	PH, 208
☐☐☐☐☐	6	Greater Dispelling	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 210
☐☐☐☐☐	6	Greater Glyph of Warding	Abj.	V, S, M	10 min	Touch	Obj touched/5sq ft/lvl	Until Disc.	Spcl.	Yes	PH, 210
☐☐☐☐☐	6	Harm	Nec.	V, S	1 action	Touch	Creature touched	Inst.	None	Yes	PH, 212
☐☐☐☐☐	6	Heal	Conj	V, S	1 action	Touch	Creature touched	Inst.	None	Yes	PH, 213
☐☐☐☐☐	6	Heroes' Feast	Evoc.	V, S, DF	10 min	Close	Feast for 1/lvl	1 hr + 12 hrs	None	Yes	PH, 213
☐☐☐☐☐	6	Mass Manifest	Trans.	V, S, M	1 action	Close	25' radius emanation centered on a point in space	1 rd/lvl	None	Yes	MotP, 36
☐☐☐☐☐	6	Planar Ally	Conj	V, S, DF	10 min	Close	Up to 16 HD	Inst.	None	No	PH, 235
☐☐☐☐☐	6	Regenerate Critical Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	6	Revive Outsider	Conj	V, S, M, DF	1 min	Touch	Dead outsider touched	Inst.	None	Yes	MotP, 38
☐☐☐☐☐	6	Spellmantle	Abj.	V, S	1 full rd	Touch	creature touched	10 min/lvl	Will Neg (harmless)	Yes (harmless)	MoF, 122
☐☐☐☐☐	6	Stone Walk	Trans.	V, S, M	10 min	Touch	Stone Touched	Permanent until Disc.	Will Neg. (obj.)	Yes	MoF, 124 LoD, 189
☐☐☐☐☐	6	Summon Monster VI	Conj	V, S, F	1 full rd	Close	6:1 5:1d3 1-4:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	6	Suppress Glyph	Trans.	V, S	1 action	100 ft.	100 ft. radius emanation centered on you	1 min/lvl	Will Neg.	Yes	MoF, 126
☐☐☐☐☐	6	Undead to Death	Nec.	V, S, M, DF	1 action	Medium	Several undead creatures within a 50' area burst	Inst.	Will Neg.	Yes	MoF, 130; Tome, 96
☐☐☐☐☐	6	Wind Walk	Trans.	V, S, DF	1 action	Touch	You +1 creature/3 lvls	1 hr/lvl (D)	None	No	PH, 272
☐☐☐☐☐	6	Word of Recall	Trans.	V	1 action	Unlimited	You + obj + 50 lb/lvl	Inst.	None	No	PH, 274
☐☐☐☐☐	7	Azuth's Spell Shield	Abj.	V, S, DF	1 action	Close	Up to 1 creature/lvl, no 2 of which can be more than 30' apart	1 rd/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 79
☐☐☐☐☐	7	Blasphemy	Evoc.	V	1 action	30 ft.	30' radius spread	Inst.	None	Yes	PH, 179
☐☐☐☐☐	7	Control Weather	Trans.	V, S	10 min	2 miles	2-mile-radius circle	4d12 hrs	None	No	PH, 188
☐☐☐☐☐	7	Death Dragon	Nec.	V, S, DF	1 full rd	Personal	Dragon of energy and bones	1 rd/lvl (D)	None	No	MoF, 88
☐☐☐☐☐	7	Destruction	Nec.	V, S, F	1 action	Close	If saves, 10d6 dmg	Inst.	Fort. Part.	Yes	PH, 192
☐☐☐☐☐	7	Dictum	Evoc.	V	1 action	30 ft.	30' radius spread	Inst.	None	Yes	PH, 194
☐☐☐☐☐	7	Fortunate Fate	Conj	V, S	1 min	Touch	Creature touched	10 min/lvl or 'til Disc.	None (harmless)	Yes (harmless)	MoF, 95
☐☐☐☐☐	7	Greater Restoration	Nec.	V, S, XP	10 min	Touch	Creature touched	Inst.	Will Neg.	Yes	PH, 211
☐☐☐☐☐	7	Greater Scrying	Div.	V, S	1 action	Spcl.	Magical sensor	1 hr/lvl	None	No	PH, 211
☐☐☐☐☐	7	Holy Star	Abj.	V, S	1 action	Personal	Protective star of energy	1 rd/lvl (D)	None	No	MoF, 100
☐☐☐☐☐	7	Holy Word	Evoc.	V	1 action	30 ft.	30' radius spread	Inst.	None	Yes	PH, 215
☐☐☐☐☐	7	Protected Portal	Trans.	V, S, M	1 full rd	Close	One portal less than 10' by 10'	1 hr/lvl	Will Neg.	Yes	KPG, 183
☐☐☐☐☐	7	Refuge	Trans.	V, S, M	1 action	Touch	Obj. touched	Perm. until Disc.	None	No	PH, 243
☐☐☐☐☐	7	Regenerate	Conj	V, S, DF	3 full rds	Touch	Living creature touched	Inst.	Fort. Neg.	Yes	PH, 244
☐☐☐☐☐	7	Repulsion	Abj.	V, S, F	1 action	10 ft./lvl	10' radius/lvl	1 rd/lvl (D)	Will Neg.	Yes	PH, 245
☐☐☐☐☐	7	Resurrection	Conj	V, S, M, DF	10 min	Touch	Dead creature	Inst.	None	Yes	PH, 246
☐☐☐☐☐	7	Righteous Wrath of the Faithful	Ench.	V, S, DF	1 action	30 ft.	All allies & foes within a 30' radius burst centered on you	1 rd/lvl	None	Yes	DotF, 89
☐☐☐☐☐	7	Scourge	Nec.	V, S, F, DF	1 action	Long	1 living creature/lvl, no 2 of which can be more than 50 ft. apart	Inst.	Fort. Neg.	Yes	DotF, 89
☐☐☐☐☐	7	Slime Wave	Conj	V, S, M	1 action	Close	15 ft. radius spread	1 rd/lvl	Ref. Neg.	No	DotF, 89
☐☐☐☐☐	7	Summon Monster VII	Conj	V, S, DF	1 full rd	Close	7:1 6:1d3 1-5:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	7	Triple Mask	Ill. (shadow)	V, S, DF	1 action	Medium	Three shadow duplicates	1 rd/lvl (D)	Will disb. (if interacted with)	No	LoD, 189
☐☐☐☐☐	7	Undead After Death	Nec.	V, S, M	10 min	Touch	Willing living creature touched	Perm. until Disc.	None	No	MoF, 129
☐☐☐☐☐	7	Word of Chaos	Evoc.	V	1 action	30 ft.	30' radius spread	Inst.	None	Yes	PH, 273
☐☐☐☐☐	8	Antimagic Field	Abj.	V, S, DF	1 action	10 ft.	10' radius emanation	10 min/lvl (D)	None	Spcl.	PH, 175
☐☐☐☐☐	8	Brain Spider	Div.	V, S, M, DF	1 full rd	Long	Up to 8 living creatures within range	1 min/lvl	Will Neg.	Yes	DotF, 82; KPG, 166
☐☐☐☐☐	8	Chain of Chaos	Ench.	V, S	1 action	Touch	Living, intelligent creature touched	1 day/5 caster lvls from the day touched	Will Neg.	Yes	DotF, 83
☐☐☐☐☐	8	Cloak of Chaos	Abj.	V, S, F	1 action	20 ft.	1/lvl in 20' radius	1 rd/lvl (D)	Spcl.	Yes	PH, 184
☐☐☐☐☐	8	Create Greater Undead	Nec.	V, S, M	1 hr	Close	One corpse	Inst.	None	No	PH, 189
☐☐☐☐☐	8	Crown of Glory	Evoc.	V, S, M, DF	1 full rd	120 ft.	Area: 120' radius emanation, centered on you	1 min/lvl	Will Neg.	Yes	DotF, 84; KPG, 168
☐☐☐☐☐	8	Death Pact	Nec.	V, S, M, DF, XP	10 min	Touch	Willing living creature touched	Perm. until triggered	None	No	MoF, 88
☐☐☐☐☐	8	Discern Location	Div.	V, S, DF	10 min	Unlimited	1 creature or object	Inst.	None	No	PH, 195
☐☐☐☐☐	8	Earthquake	Evoc.	V, S, DF	1 action	Long	5 ft/lvl radius	1 rd	Spcl.	No	PH, 198
☐☐☐☐☐	8	Fire Storm	Evoc.	V, S	1 full rd	Medium	2 10' cubes/lvl	Inst.	Ref. half	Yes	PH, 205
☐☐☐☐☐	8	Freeze	Trans.	V, S	1 action	Close	1 creature or obj. up to two sizes larger than the caster	1 hr/lvl	Fort. Neg.	Yes	KPG, 173
☐☐☐☐☐	8	General of Undeath	Nec.	V, S, DF	1 action	Personal	you	1 day/lvl	None	No	MoF, 96
☐☐☐☐☐	8	Greater Planar Ally	Conj	V, S, M	10 min	Close	Up to 24 HD	Inst.	None	No	PH, 221
☐☐☐☐☐	8	Holy Aura	Abj.	V, S, F	1 action	20 ft.	1/lvl in 20' radius	1 rd/lvl (D)	Spcl.	Yes	PH, 214
☐☐☐☐☐	8	Know True Name	Ench.	V, S, DF	1 action	Close	One fiend	Inst.	Will Neg.	Yes	KPG, 177
☐☐☐☐☐	8	Maddening Scream	Ench.	V	1 action	Touch	Living creature touched	1d4+1 rds	None	Yes	DotF, 87; KPG, 178
☐☐☐☐☐	8	Mass Heal	Conj	V, S	1 action	Close	Max 30 ft apart	Inst.	None	Yes	PH, 226
☐☐☐☐☐	8	Moonbeam	Evoc.	V, S, DF	1 action	Close	One undead creature	Inst.	See text	Yes	KPG, 180
☐☐☐☐☐	8	Numbing Cloud	Evoc.	V, S, DF	1 action	Medium	30ft. radius sphere	1 min/lvl	Fort. Neg.	Yes	KPG, 181
☐☐☐☐☐	8	Obscurity	Trans.	V, S, DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	KPG, 181
☐☐☐☐☐	8	Shield of Law	Abj.	V, S, F	1 action	20 ft.	1/lvl in 20' radius	1 rd/lvl (D)	Spcl.	Yes	PH, 251

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	8	Stormrage	Trans.	V, S, DF	1 action	Personal	You	1 min/lvl	None	No	MoF, 125
☐☐☐☐☐	8	Summon Monster VIII	Conj	V, S, DF	1 full rd	Close	8:1 7:1d3 1-6:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	8	Symbol	Univ.	V, S, M	Spcl.	Touch	One symbol	Spcl.	Spcl.	Yes	PH, 261 MoF, 127
☐☐☐☐☐	8	Tharizdun's Maddening Scream	Ench.	V	1 action	Touch	Living creature touched	1d4+1 rds	None	Yes	RTEE, 162
☐☐☐☐☐	8	True Creation	Conj	V, S, M, XP	10 min	0 ft.	Unattended, nonmagical obj. of nonliving matter, up to 1 cu. ft./lvl	Inst.	None	No	DotF, 90; KPG, 190
☐☐☐☐☐	8	True Domination	Ench.	V, S	1 action	Medium	One humanoid, Medium size or smaller	1 day/lvl	Will Neg.	Yes	DotF, 91; KPG, 190
☐☐☐☐☐	8	Unholy Aura	Abj.	V, S, F	1 action	20 ft.	1/lvl in 20' radius	1 rd/lvl (D)	Spcl.	Yes	PH, 268
☐☐☐☐☐	9	Amnesia	Trans.	V, S, M	1 action	Medium	Target: One living creature	Perm.	Will Neg.	Yes	KPG, 162
☐☐☐☐☐	9	Annihilation	Evoc.	V, S	1 action	Medium	2 foot globe of nothingness	1 rd/lvl	None	Yes	RTEE, 162
☐☐☐☐☐	9	Astral Projection	Nec.	V, S, M	30 min	Touch	You + 1 creature/2 lvls	Spcl.	None	Yes	PH, 176
☐☐☐☐☐	9	Divine Stasis	Trans.	V, S, M	1 action	Touch	Creature or obj. touched	Perm.	None	Yes	KPG, 170
☐☐☐☐☐	9	Dusk	Trans.	V, S, DF	1 action	0	Area: 100ft. radius ard caster	1 hr	None	No	KPG, 170
☐☐☐☐☐	9	Echo of the Whirlwind	Trans.	V, S, DF	1 action	Personal	You	1 rd/lvl	None	No	KPG, 171
☐☐☐☐☐	9	Energy Drain	Nec.	V, S	1 action	Close	Negative energy ray	Inst.	Fort. Neg.	Yes	PH, 199
☐☐☐☐☐	9	Gate	Conj	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 207
☐☐☐☐☐	9	Genesis	Conj	V, S, M, XP	1 week (8 hrs/day)	180 ft.	Demiplane in the Ethereal Plane centered on your location	Inst.	None	No	DotF, 86; KPG, 174
☐☐☐☐☐	9	Greater Aspect of the Deity	Trans.	V, S, DF	1 action	Personal	You	1 rd/lvl	None	No	DotF, 86; KPG, 175
☐☐☐☐☐	9	Implosion	Evoc.	V, S	1 action	Close	1 corporeal creature/rnd	Conc. up to 4 rds	Fort. Neg.	Yes	PH, 216
☐☐☐☐☐	9	Infernal Wind	Evoc.	V, S, M	1 action	Medium	Cone	Inst.	Ref. Part.	Yes	KPG, 177
☐☐☐☐☐	9	Miracle	Evoc.	V, S, XP	1 action	Spcl.	Spcl.	Spcl.	Spcl.	Yes	PH, 228
☐☐☐☐☐	9	Monstrous Thrall	Ench.	V, S, XP	1 action	Medium	One creature	Inst.	Will Neg.	Yes	DotF, 87; KPG, 179
☐☐☐☐☐	9	Natural Death	Nec.	V, S, M	1 action	Close	1 creature	Inst.	Fort. Neg.	Yes	KPG, 181
☐☐☐☐☐	9	Otyugh Swarm	Conj	V, S	1 action	Medium	3 or more otyughs, no 2 of which are more than 30' apart	7 days or 7 months (D)	None	No	DotF, 88; KPG, 182
☐☐☐☐☐	9	Soul Bind	Nec.	V, S, F	1 action	Close	Corpse	Perm.	Will Neg.	No	PH, 254
☐☐☐☐☐	9	Storm of Vengeance	Conj	V, S	1 full rd	Long	360' radius cloud	Conc. up to a max. of 10 rds	Spcl.	Yes	PH, 257
☐☐☐☐☐	9	Summon Monster IX	Conj	V, S, DF	1 full rd	Close	9:1 8:1d3 1-7:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	9	True Resurrection	Conj	V, S, M, DF	10 min	Touch	Dead creature	Inst.	None	Yes	PH, 267
☐☐☐☐☐	9	Undeath's Eternal Foe	Abj.	V, S, DF	1 action	Close	One creature/5 lvls	1 rd/lvl	None (harmless)	Yes (Harmless)	MoF, 130
☐☐☐☐☐	9	Wrath of the Heavens	Trans.	V, S, M	1 full rd	0	200' radius around you	1 min	None	Yes	KPG, 194

ABBREVIATIONS

Abj. = Abjuration
Brd = Bard
Bst = Beastmaster
Conc. = Concentration
Conj. = Conjuration
Disb. = Disbelief
Disc. = Discharged
Div. = Divination
Ench. = Enchantment
Evoc. = Evocation
Fort. = Fortitude
Hr. = Hour
Ill. = Illusion
Inst. = Instantaneous

Min. = Minute(s)
N = No
Nec. = Necromancy
Neg. = Negates
Obj. = Object
Part. = Partial
Perm. = Permanent
Rd. = Round
Ref. = Reflex
Spcl. = Special
SR = Spell Resistance
Tran. = Transmutation
Univ. = Universal
Y = Yes

REFERENCE SOURCE ABBREVIATIONS

DMG = Dungeon Master's Guide
DotF = Defenders of the Faith
FR = Forgotten Realms Sourcebook
KPG = Kalamar Player's Guide
LoD = Lords of Darkness
LotIF = Lord of the Iron Fortress
MoF = Magic of Faerun
MotP = Manual of the Planes
MotW = Masters of the Wild
PH = Player's Handbook
RTEE = Return to the Temple of Elemental Evil
Song = Song and Silence
Tome = Tome and Blood

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

DRUID/SHAMAN

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	0	Animal Trick	Trans.	V, S, DF	1 action	Close	1 animal companion bonded to you by an *animal friendship* effect	Inst.	Will Neg.	Yes	MotW, 82
☐☐☐☐☐	0	Create Water	Conj	V, S	1 action	Close	Up to 2 gallons/lvl	Inst.	None	No	PH, 189
☐☐☐☐☐	0	Cure Minor Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	None	No	PH, 190
☐☐☐☐☐	0	Darkseed	Trans.	V, DF	1 action	Close	1 normal plant or plant creature	1 day	Ref. Neg.	Yes	MotW, 86
☐☐☐☐☐	0	Dawn	Abj.	V	1 action	Personal	All creatures within a 15' radius burst centered on you	Inst.	Fort. Neg.	Yes	MotW, 86
☐☐☐☐☐	0	Daze Animal	Ench.	V, S, DF	1 action	Close	1 Medium-sized or smaller animal with less than 5 HD	1 rd	Will Neg.	Yes	MotW, 86
☐☐☐☐☐	0	Detect Crossroads	Div.	V, S	1 action	60' or 1 mile	Quarter circle emanating from you to the extreme of the range	Conc. up to ten min/lvl (D)	None	No	MoF, 88
☐☐☐☐☐	0	Detect Magic	Univ.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 193
☐☐☐☐☐	0	Detect Poison	Div.	V, S	1 action	Close	Creature, object or 5' cube	Inst.	None	No	PH, 193
☐☐☐☐☐	0	Fire Eyes	Trans.	V, DF	1 action	Touch	Creature touched	10 min/lvl	Will Neg.	Yes	MotW, 88
☐☐☐☐☐	0	Flare	Evoc.	V	1 action	Close	Burst of light	Inst.	Fort. Neg.	Yes	PH, 206
☐☐☐☐☐	0	Guidance	Div.	V, S	1 action	Touch	Creature touched	1 min./until Disc.	None	Yes	PH, 211
☐☐☐☐☐	0	Know Direction	Div.	V, S	1 action	Personal	You	Inst.	None	No	PH, 219
☐☐☐☐☐	0	Liana	Trans.	V, S	1 action	Close	One rope up to 25 feet long	1 hr	None	No	KPG, 178
☐☐☐☐☐	0	Light	Evoc.	V, M	1 action	Touch	Light in 20' radius	10 min/lvl (D)	None	No	PH, 222
☐☐☐☐☐	0	Mending	Trans.	V, S	1 action	10 ft.	Object up to 1 lbs	Inst.	Will Neg.	Yes	PH, 227
☐☐☐☐☐	0	Naturewatch	Nec.	S	1 action	Close	Quarter circle emanating from you to extreme of range	10 min/lvl	None	No	MoF, 110
☐☐☐☐☐	0	Purify Food and Drink	Univ.	V, S	1 action	10 ft.	1 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 241
☐☐☐☐☐	0	Ram's Might	Trans.	V, S	1 action	Personal	You	1 min/lvl	None	No	MoF, 112
☐☐☐☐☐	0	Read Magic	Univ.	V, S, F	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 243
☐☐☐☐☐	0	Resistance	Abj.	V, S, M	1 action	Touch	Creature touched	1 min	Will Neg.	Yes	PH, 245
☐☐☐☐☐	0	Scarecrow	Nec.	V, S	1 action	Close	One animal	1 rd/lvl	Will Neg.	Yes	MotW, 93
☐☐☐☐☐	0	Virtue	Trans.	V, S, DF	1 action	Touch	Creature touched	1 min	None	No	PH, 269
☐☐☐☐☐	1	Animal Friendship	Ench.	V, S, M	1 action	Close	One animal	Inst.	Will Neg.	Yes	PH, 173
☐☐☐☐☐	1	Beget Bogun	Conj	V, S, M, XP	1 action	Touch	Tiny construct	Inst.	None	No	MotW, 82
☐☐☐☐☐	1	Blinding Spittle	Trans.	V, S	1 action	Close	One missile of spit	Inst.	None	Yes	MoF, 82
☐☐☐☐☐	1	Calm Animals	Ench.	V, S	1 action	Close	Within 30 ft	1 min/lvl	Will Neg.	Yes	PH, 182
☐☐☐☐☐	1	Camouflage	Trans.	V, S, M	1 action	Personal	You	10 min/lvl	None	No	MotW, 85; MoF, 83
☐☐☐☐☐	1	Claws of the Beast	Trans.	V, S	1 action	Personal	You	1 rd/lvl	None	No	MoF, 84
☐☐☐☐☐	1	Cure Light Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	1	Detect Animals or Plants	Div.	V, S	1 action	Long	Quarter circle	Conc. up to 10 min/lvl (D)	None	No	PH, 192
☐☐☐☐☐	1	Detect Snares and Pits	Div.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 10 min/lvl (D)	None	No	PH, 194
☐☐☐☐☐	1	Endure Elements	Abj.	V, S	1 action	Touch	Creature touched	24 hrs	None	Yes	PH, 199
☐☐☐☐☐	1	Entangle	Trans.	V, S, DF	1 action	Long	40ft radius spread	1 min/lvl	Ref.	No	PH, 200
☐☐☐☐☐	1	Faerie Fire	Evoc.	V, S, DF	1 action	Long	Within 5ft radius burst	1 min/lvl	None	Yes	PH, 202
☐☐☐☐☐	1	Goodberry	Trans.	V, S, DF	1 action	Touch	2d4 fresh berries	1 day/lvl	None	Yes	PH, 210
☐☐☐☐☐	1	Handfire	Evoc.	V, S	1 action	Touch	Creature Touched	Inst.	None	Yes	MoF, 98
☐☐☐☐☐	1	Hawkeye	Trans.	V	1 action	Personal	You	10 min/lvl	None	No	MotW, 89
☐☐☐☐☐	1	Invisibility to Animals	Abj.	S, DF	1 action	Touch	1 creature/lvl	10 min/lvl	None	Yes	PH, 218
☐☐☐☐☐	1	Magic Fang	Trans.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	Yes	PH, 223
☐☐☐☐☐	1	Obscuring Mist	Conj	V, S	1 action	30 ft.	Cloud spreads 30 ft	1 min/lvl	None	No	PH, 233
☐☐☐☐☐	1	Pass without Trace	Trans.	V, S, DF	1 action	Touch	1 creature/lvl touched	10 min/lvl	Will Neg.	Yes	PH, 234
☐☐☐☐☐	1	Power Sight	Div.	V, S	1 action	Close	One creature	Inst.	None	No	MotW, 92
☐☐☐☐☐	1	Regenerate Light Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	1	Sandblast	Evoc.	V, S, DF	1 action	10 ft.	Semicircular burst of sand 10' long, centered on your hands	Inst.	Ref. half	Yes	MotW, 93
☐☐☐☐☐	1	Shillelagh	Trans.	V, S, DF	1 action	Touch	Oak club/qaurterstaff	1 min/lvl	Will Neg.	Yes	PH, 251
☐☐☐☐☐	1	Speed Swim	Trans.	V, S, F	1 action	Close	One Creature	1 min/lvl	Yes (harmless)	Yes (harmless)	MoF, 121
☐☐☐☐☐	1	Summon Fey	Conj	V, S, M	1 full rd	Close	One summoned creature	1 min/lvl	None	No	KPG, 188
☐☐☐☐☐	1	Summon Nature's Ally I	Conj	V, S, DF	1 full rd	Close	1 summoned creature	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	2	Adrenaline Surge	Trans.	V, S, DF	1 action	Close	Your summoned creatures in a spherical emanation w/radius equal to range, centered on you	1 rd/lvl	Will Neg.	Yes	MotW, 82
☐☐☐☐☐	2	Animal Messenger	Ench.	V, S, M	1 action	Close	One Tiny animal	1 day/lvl	None	Yes	PH, 173
☐☐☐☐☐	2	Animal Reduction	Trans.	V, S	1 action	Touch	One willing animal, Small Medium-size, Large or Huge	1 hr/lvl	Will Neg.	Yes	MotW, 82
☐☐☐☐☐	2	Animal Trance	Ench.	V, S	1 action	Close	Animals, Int 1 or 2	Conc.	Will Neg.	Yes	PH, 173
☐☐☐☐☐	2	Avoid Planar Effects	Abj.	V	1 action	20 ft.	One creature/lvl in a 20' radius burst, centered on you	1 min/lvl	None	Yes	MotP, 33
☐☐☐☐☐	2	Barkskin	Trans.	V, S, DF	1 action	Touch	+4 6th lvl, +5 12th lvl	10 min/lvl	None	Yes	PH, 177
☐☐☐☐☐	2	Beastmask	Ill.	V, S	1 action	Touch	Living creature touched	5 min + 1 min/lvl	Will Disb.	Yes	DotF, 81; KPG, 165
☐☐☐☐☐	2	Blood Frenzy	Trans.	V, S	1 action	Personal	You	1 rd/lvl	None	No	MoF, 82
☐☐☐☐☐	2	Body of the Sun	Trans.	V, S, DF	1 action	5 ft.	5' radius emanation centered on you	1 rd/lvl	None	No	MotW, 84
☐☐☐☐☐	2	Brambles	Trans.	V, S, M	1 action	Touch	Wooden weapon touched	1 rd/lvl	None	No	DotF, 82
☐☐☐☐☐	2	Briar Web	Trans.	V, S, DF	1 action	Medium	Plants in a 40 ft. radius spread	1 min/lvl	See text	No	DotF, 83; MotW, 85
☐☐☐☐☐	2	Charm Person or Animal	Ench.	V, S	1 action	Close	Person or animal	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	2	Chill Metal	Trans.	V, S, DF	1 action	Close	Creature/2 lvls / 25 lb/lvl	7 rds	Will Neg.	Yes	PH, 183
☐☐☐☐☐	2	Cloudburst	Evoc.	V, S	1 rd	Long	100' radius emanation	10 min/lvl (D)	None	No	MoF, 84
☐☐☐☐☐	2	Creeping Cold	Trans.	V, S, F	1 action	Close	One creature	3 rds	Fort. half	Yes	MotW, 86

MEMORIZED	SPELL LEVEL	SPELL NAME	TYPE	COMPONENTS	CASTING TIME	RANGE	TARGET/EFFECT	DURATION	SAVING THROW	SR	SOURCE
☐☐☐☐☐	2	Decomposition	Nec.	V, S, DF	1 action	50 ft.	All enemies within a 50' radius emanation centered on you	1 rd/lvl	None	Yes	MotW, 87
☐☐☐☐☐	2	Delay Poison	Conj	V, S, DF	1 action	Touch	Creature touched	1 hr/lvl	Fort. Neg.	Yes	PH, 191
☐☐☐☐☐	2	Drown	Conj	V, S	1 action	Close	One living Creature	Inst.	Fort. Neg.	Yes	MoF, 90
☐☐☐☐☐	2	Easy Trail	Abj.	V, S	1 action	Personal	30' cone trailing behind you	1 hr/lvl(D)	None (harmless)	Yes (harmless)	MoF, 91
☐☐☐☐☐	2	Filter	Abj.	V, S, M, DF	1 action	Touch	Creature touched	10 min/lvl	Will Neg.	Yes	Tome, 89
☐☐☐☐☐	2	Fire Trap	Abj.	V, S, M	10 min	Touch	Object touched	Perm. until Disc.	Ref. half	Yes	PH, 205
☐☐☐☐☐	2	Flame Blade	Evoc.	V, S, DF	1 action	0 ft.	No Str mod to dmg	1 min/lvl (D)	None	Yes	PH, 205
☐☐☐☐☐	2	Flaming Sphere	Evoc.	V, S, DF	1 action	Medium	Moves 30 ft, 2d6 dmg	1 rd/lvl	Ref. Neg.	Yes	PH, 206
☐☐☐☐☐	2	Gaze Screen	Abj.	V, S	1 action	Touch	Living creature touched	10 min/lvl	Will Neg.	Yes	Tome, 90
☐☐☐☐☐	2	Green Blockade	Conj	V, S, DF	1 action	Close	20' long, 1' thick wall of vegetation	1 rd/lvl	None	No	MotW, 89
☐☐☐☐☐	2	Heat Metal	Trans.	V, S, DF	1 action	Close	Creature/2 lvls / 25 lb/lvl	7 rds	Will Neg.	Yes	PH, 213
☐☐☐☐☐	2	Hold Animal	Ench.	V, S	1 action	Medium	One animal	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	2	Lesser Restoration	Conj	V, S	3 rds	Touch	Creature touched	Inst.	Will Neg.	Yes	PH, 222
☐☐☐☐☐	2	Master Air	Trans.	V, S, F	1 action	Personal	you	1 rd/lvl	None	No	MoF, 107
☐☐☐☐☐	2	Might of the Oak	Trans.	V, S, DF	1 action	Touch	Living creature touched	10 min/lvl	Will Neg.	Yes	MotW, 91
☐☐☐☐☐	2	One with the Land	Trans.	V, S	1 action	Personal	You	1 hr/lvl	None	No	MoF, 111
☐☐☐☐☐	2	Persistence of the Waves	Trans.	V, S, DF	1 action	Touch	Living creature touched	10 min/lvl	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	2	Produce Flame	Evoc.	V, S	1 action	0 ft.	Damage 1d4+1/2 lvls	1 rd/lvl (D)	None	Yes	PH, 238
☐☐☐☐☐	2	Regenerate Moderate Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 93
☐☐☐☐☐	2	Remedy Moderate Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds +1 rd/2 lvls	Will Neg. (harmless	Yes (harmless)	MoF, 113
☐☐☐☐☐	2	Resist Elements	Abj.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	None	Yes	PH, 246
☐☐☐☐☐	2	Scent	Trans.	V, S, M	1 full rd	Touch	Creature Touched	1 hr per lvl	Will Neg.	Yes (harmless)	MoF, 115
☐☐☐☐☐	2	Share Husk	Div.	V, S, M	1 action	Touch	Animal Touched	Conc.	Will Neg. (harmless)	Yes	MoF, 116
☐☐☐☐☐	2	Soften Earth and Stone	Trans.	V, S, DF	1 action	Close	10ft sq/lvl	Inst.	None	No	PH, 253
☐☐☐☐☐	2	Speak with Animals	Div.	V, S	1 action	Personal	You	1 min/lvl	None	No	PH, 254
☐☐☐☐☐	2	Speed of the Wind	Trans.	V, S	1 action	Touch	Living creature touched	10 min/lvl	Will Neg.	Yes	MotW, 94
☐☐☐☐☐	2	Summon Nature's Ally II	Conj	V, S, DF	1 full rd	Close	2:1, 1:1d3	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	2	Summon Swarm	Conj	V, S, M	1 full rd	Close	Dmg 1 / 1d4+1/3 lvls	Conc. + 2 rds	None	No	PH, 261
☐☐☐☐☐	2	Sweet Water	Div.	V, S, M	1 action	Long	A well shaft, 10' diam. up to 100' deep	Inst.	None	No	DotF, 90
☐☐☐☐☐	2	Tree Shape	Trans.	V, S, DF	1 action	Personal	You	1 hr/lvl (D)	None	No	PH, 267
☐☐☐☐☐	2	Warp Wood	Trans.	V, S	1 action	Close	1 lb/lvl, 20ft radius	Inst.	Will Neg.	Yes	PH, 271
☐☐☐☐☐	2	Wild Sense	Div.	V, S, DF	1 action	Personal	You	1 hr/lvl	None	No	KPG, 193
☐☐☐☐☐	2	Wood Shape	Trans.	V, S, DF	1 action	Touch	10 cu ft + 1 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 273
☐☐☐☐☐	3	Attune Form	Trans.	V, S, M/DF	1 action	Touch	One or more living creatures touched	2 hrs/lvl	None	No	MotP, 33
☐☐☐☐☐	3	Beast Claws	Trans.	V, S, M	1 action	Personal	You	1 rd/lvl	None	No	DotF, 81
☐☐☐☐☐	3	Blindsight	Trans.	V, S	1 action	Touch	Creature touched	1 hr/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 82
☐☐☐☐☐	3	Call Lightning	Evoc.	V, S	10 min	Long	Spcl.	10 min/lvl	Ref. half	Yes	PH, 182
☐☐☐☐☐	3	Circle Dance	Div.	V, S	1 min	Personal	You	Inst.	None	No	MoF, 84
☐☐☐☐☐	3	Contagion	Nec.	V, S	1 action	Touch	Living creature	Inst.	Fort. Neg.	Yes	PH, 187
☐☐☐☐☐	3	Countermoon	Abj.	V, S, F	1 action	Close	One lycanthrope	12 hrs	Will Neg. (D)	Yes	MotW, 86
☐☐☐☐☐	3	Cure Moderate Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	3	Diminish Plants	Trans.	V, S, DF	1 action	Spcl.	Spcl.	Inst.	None	No	PH, 195
☐☐☐☐☐	3	Dominate Animal	Ench.	V, S	1 action	Medium	One animal	1 rd/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	3	Embrace the Wild	Trans.	V, F	1 action	Personal	You	10 min/lvl	None	No	MotW, 87
☐☐☐☐☐	3	False Bravado	Ench.	V, S, F	1 action	Close	One humanoid	3 rds + subject's Constitution modifier	Will Neg.	Yes	MotW, 88
☐☐☐☐☐	3	Greater Magic Fang	Trans.	V, S, DF	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 210
☐☐☐☐☐	3	Harrier	Conj	V, S	1 action	Close	One creature	1 rd/lvl or until target dies	None	No	DotF, 87
☐☐☐☐☐	3	Healing String	Nec.	V, S, M	1 action	Touch	You and one living creature	Inst.	Fort. Neg.	Yes	MoF, 100
☐☐☐☐☐	3	Infestation of Maggots	Nec.	V, S, M	1 action	Touch	creature touched	1 rd/2 lvls	Fort. Neg.	Yes	MoF, 102
☐☐☐☐☐	3	Mass Resist Elements	Abj.	V, S, DF	1 action	Touch	One creature/lvl, no two of which can be more than 30' apart	1 min/lvl	None	Yes	Tome, 93
☐☐☐☐☐	3	Meld into Stone	Trans.	V, S, DF	1 action	Personal	You	10 min/lvl	None	No	PH, 226
☐☐☐☐☐	3	Nature's Favor	Evoc.	V, S, DF	1 action	Touch	Animal touched	5 rds/lvl	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	3	Neutralize Poison	Conj	V, S, M	1 action	Touch	Creature / obj 1 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 232
☐☐☐☐☐	3	Phantom Plow	Evoc. [earth]	V, S, M	1 action	See text	See text	Perm.	See text	No	LoD, 187
☐☐☐☐☐	3	Plant Growth	Trans.	V, S, DF	1 action	Spcl.	Spcl.	Inst.	None	No	PH, 236
☐☐☐☐☐	3	Poison	Nec.	V, S, DF	1 action	Touch	Living creature touched	Inst.	Fort. Neg.	Yes	PH, 236
☐☐☐☐☐	3	Protection from Elements	Abj.	V, S	1 action	Touch	Creature touched	10 min/lvl	None	Yes	PH, 240
☐☐☐☐☐	3	Quillfire	Trans.	V, S	1 action	Personal	You	1 rd	None	No	MoF, 112
☐☐☐☐☐	3	Regenerate Ring	Conj	V, S	1 action	20 ft.	1 creature/2 lvls, now 2 of which can be more than 30' apart	10 rds +1 rd/2 lvls	Will Neg.	Yes	MotW, 93
☐☐☐☐☐	3	Remove Disease	Conj	V, S	1 action	Touch	Creature touched	Inst.	Fort. Neg.	Yes	PH, 244
☐☐☐☐☐	3	Snakebite	Trans.	V, S	1 action	Personal	You	1 rd/lvl (D)	See text	No	MoF, 120
☐☐☐☐☐	3	Snare	Trans.	V, S, DF	3 rds	Touch	Vine, rope or thong	Until triggered	None	No	PH, 253
☐☐☐☐☐	3	Speak with Plants	Div.	V, S	1 action	Personal	You	1 min/lvl	None	No	PH, 254
☐☐☐☐☐	3	Spike Growth	Trans.	V, S, DF	1 action	Medium	1 20ft square/lvl	1 hr/lvl (D)	Ref. Part.	Yes	PH, 255
☐☐☐☐☐	3	Spikes	Trans.	V, S, M	1 action	Touch	Wooden weapon touched	1 hr/lvl	None	No	DotF, 90
☐☐☐☐☐	3	Standing Wave	Trans.	V, S, DF	1 action	Close	Waves under a creature/obj. within range	10 min/lvl	Ref. Neg.	Yes	MotW, 94
☐☐☐☐☐	3	Stone Shape	Trans.	V, S, DF	1 action	Touch	10 cu ft + 1 cu ft/lvl	Inst.	None	No	PH, 257
☐☐☐☐☐	3	Summon Nature's Ally III	Conj	V, S, DF	1 full rd	Close	3:1 2:1d3 1:1d4+1	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	3	Tortoise Shell	Abj.	V, S, F	1 action	Close	5' diameter mystic shell	10 min/lvl	None	No	MoF, 127
☐☐☐☐☐	3	Wall of Fungus	Conj	V, S	1 action	Close	One wall, area up to one 10ft. square/lvl	10 min/lvl	None	No	KPG, 191
☐☐☐☐☐	3	Water Breathing	Trans.	V, S, DF	1 action	Touch	Living creatures touched	2 hrs/lvl	Will Neg.	Yes	PH, 271
☐☐☐☐☐	3	Weather Eye	Div.	V, S, M, DF	1 hr	1 ml. radius	1 mile radius +1 mile/lvl, +1 mile/lvl centered on you	Inst.	None	No	DotF, 92
☐☐☐☐☐	4	Antiplant Shell	Abj.	V, S, DF	1 action	10 ft.	10ft radius	10 min/lvl (D)	None	Yes	PH, 175
☐☐☐☐☐	4	Bear's Heart	Trans.	V, S	1 action	20 ft.	Living allies within 20 ft.	1 rd/lvl	Will Neg.	No	DotF, 81

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	4	Blight	Nec.	V, S, DF	1 action	See text	See text	Inst.	See text	Yes	DotF, 81; MotW, 84
☐☐☐☐☐	4	Bottle of Smoke	Conj	V, S, F	10 min	Touch	One smoky, horselike creature	1 hr/lvl	None	No	MotW, 84
☐☐☐☐☐	4	Chain of Eyes	Div.	V, S	1 action	Touch	Living creature touched	1 hr/lvl	Will Neg.	Yes	DotF, 84
☐☐☐☐☐	4	Control Plants	Trans.	V, S, DF	1 action	Close	Within 25+5 ft/2 lvls	1 min/lvl	Will Neg.	No	PH, 188
☐☐☐☐☐	4	Cure Serious Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	4	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	4	Feathers	Trans.	V, S, DF	1 action	Close	One willing creature/lvl	1 hr/lvl (D)	None	Yes	MotW, 88
☐☐☐☐☐	4	Flame Strike	Evoc.	V, S, DF	1 action	Medium	10' radius, 40 ft high	Inst.	Ref. half	Yes	PH, 205
☐☐☐☐☐	4	Forestfold	Trans.	V, S, M	1 action	Personal	You	10 min/lvl	None	No	MotW, 88
☐☐☐☐☐	4	Freedom of Movement	Abj.	V, S, M, DF	1 action	Personal & touch	You or creature touched	10 min/lvl	None	No	PH, 207\
☐☐☐☐☐	4	Giant Vermin	Trans.	V, S, DF	1 action	Close	1-3 vermin	1 min/lvl	None	Yes	PH, 209
☐☐☐☐☐	4	Jaws of the Wolf	Trans.	V, S, F	1 action	Close	One or more created wolves	1 rd/lvl	none	No	MoF, 102
☐☐☐☐☐	4	Land Womb	Abj.	V, S	1 action	Touch	You and one other creature/lvl	10 min/lvl	Will Neg.	Yes	MoF, 104
☐☐☐☐☐	4	Languor	Trans.	V, S	1 action	Personal	You	1 rd/lvl	Will Neg.	Yes	MotW, 89
☐☐☐☐☐	4	Last Breath	Nec.	V, S	1 action	Touch	Dead creature touched	Inst.	None	Yes	MotW, 90
☐☐☐☐☐	4	Mass Calm	Ench.	V, S	1 action	Close	Any # animals, beasts, & magical beasts w/Intelligence 1 or 2, no 2 of which can be more than 30' apart	1 min/lvl	Will Neg.	Yes	MotW, 91
☐☐☐☐☐	4	Mass Camouflage	Trans.	V, S	1 action	Medium	Any # of creatures, no 2 of which can be more than 60' apart	10 min/lvl	None	No	MoF, 106
☐☐☐☐☐	4	Miasma	Evoc.	V, S, DF	1 action	Medium	One living creature	5 rds/lvl	See text	Yes	MotW, 91
☐☐☐☐☐	4	Murderous Mist	Evoc.	V, S	1 action	Close	cloud that spreads 30' radius, 20' high	1rd/lvl	Ref. half	Yes	MoF, 109
☐☐☐☐☐	4	Nature's Balance	Trans.	V, S	1 action	Touch	Creature Touched	1 hr/lvl	Fort. Neg (harmless)	Yes (harmless)	MoF, 110
☐☐☐☐☐	4	Quench	Trans.	V, S, DF	1 action	Medium	1 20ft cube/lvl	Inst.	Will Neg.	Yes	PH, 241
☐☐☐☐☐	4	Regenerate Serious Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 93
☐☐☐☐☐	4	Reincarnate	Trans.	V, S, DF	10 min	Touch	Dead creature touched	Inst.	None	No	PH, 244
☐☐☐☐☐	4	Repel Vermin	Abj.	V, S, DF	1 action	10 ft.	10' radius	10 min/lvl	Will Neg.	Yes	PH, 245
☐☐☐☐☐	4	Rusting Grasp	Trans.	V, S, DF	1 action	Touch	Ferrous obj/creature	Spcl.	None	No	PH, 247
☐☐☐☐☐	4	Scrying	Div.	V, S, M, F	1 hr	Spcl.	Magical sensor	1 min/lvl	None	No	PH, 247
☐☐☐☐☐	4	Shadow Blast	Evoc.	V, S, M	1 action	Long	20 ft. radius spread	Inst.	Fort. Neg.	Yes	MotP, 39
☐☐☐☐☐	4	Sleet Storm	Conj	V, S, M	1 action	Long	40 ft, 20 ft high	1 rd/lvl	Ref. Part.	No	PH, 253
☐☐☐☐☐	4	Spike Stones	Trans.	V, S, DF	1 action	Medium	1 20ft square/lvl	1 hr/lvl (D)	Ref. Part.	Yes	PH, 255
☐☐☐☐☐	4	Summon Nature's Ally IV	Conj	V, S, DF	1 full rd	Close	4:1 3:1d3 12:1d4+1	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	4	Wild Pack	Conj	V, S, DF	1 action	Close	12 summoned dogs	1 rd/lvl	None	No	KPG, 193
☐☐☐☐☐	4	Wind at Back	Evoc.	V, S	1 action	Medium	2 creatures/lvl, no 2 of which can be more than 50' apart	1 day	None	Yes (harmless)	MoF, 134
☐☐☐☐☐	5	Animal Growth	Trans.	V, S	1 action	Medium	1 animal/2 lvls	1 min/lvl	None	Yes	PH, 173
☐☐☐☐☐	5	Atonement	Abj.	Spcl.	1 hr	Touch	Living creature touched	Inst.	None	Yes	PH, 176
☐☐☐☐☐	5	Awaken	Trans.	V, S, F, XP	1 day	Touch	Animal or tree	Inst.	Will Neg.	Yes	PH, 177
☐☐☐☐☐	5	Big Sky	Ench.	V, S, DF	1 action	30 ft.	You & all allies & enemies within a 30' radius emanation centered on you	1 rd/lvl	Will Neg.	Yes	MotW, 83
☐☐☐☐☐	5	Binding Wings	Evoc.	V, S	1 action	Medium	One creature	Conc.	Ref. Neg.	Yes	MoF, 80
☐☐☐☐☐	5	Cloak of the Sea	Trans.	V, S, DF	1 action	Touch	Creature touched that is in contact w/order	1 hr/lvl (D)	Will Neg.	Yes	MotW, 85
☐☐☐☐☐	5	Commune with Nature	Div.	V, S	10 min	Personal	You	Inst.	None	No	PH, 186
☐☐☐☐☐	5	Control Winds	Trans.	V, S	1 action	40 ft./lvl	40 ft/lvl radius	10 min/lvl	Fort. Neg.	No	PH, 189
☐☐☐☐☐	5	Cure Critical Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	5	Death Ward	Nec.	V, S, DF	1 action	Touch	Living creature touched	10 min/lvl	None	Yes	PH, 191
☐☐☐☐☐	5	Druid Grove	Trans.	V, S	At least 10 min.	Close	One or more trees	1 day/lvl or 'til Disc.	None	No	MotW, 87
☐☐☐☐☐	5	Dust Storm	Conj	V, S, M (DV)	1 action	Long	Cloud 100' wide & 40' high	1 min/lvl	See text	Yes	KPG, 171
☐☐☐☐☐	5	Echo Skull	Div.	V, S, F	1 action	Touch	Animal skull touched	1 hr/lvl(D)	none	Yes (obj.)	MoF, 91
☐☐☐☐☐	5	Hallow	Evoc.	V, S, M, DF	1 day	Touch	10'/lvl radius	Inst.	None	Spcl.	PH, 212
☐☐☐☐☐	5	Ice Storm	Evoc.	V, S, DF	1 action	Long	20ft radius, 3d6+2d6	Inst.	None	Yes	PH, 216
☐☐☐☐☐	5	Inferno	Trans.	V, S, M	1 action	Close	One creature	1 rd/lvl(D)	Fort. Neg.	Yes	MoF, 102
☐☐☐☐☐	5	Insect Plague	Conj	V, S, DF	1 full rd	Long	180 ft wide, 60 ft high	1 min/lvl	Spcl.	No	PH, 217
☐☐☐☐☐	5	Kiss of Death	Nec.	V, S, DF	1 action	Personal	You	1 rd/lvl	Fort. Neg.	Yes	MotW, 89
☐☐☐☐☐	5	Mass Trance	Ench.	V, S	1 action	Close	Any # animals, beasts, & magical beasts with Intelligence 1 or 2, no 2 of which can be more than 30' apart	Conc.	Will Neg.	Yes	MotW, 91
☐☐☐☐☐	5	Memory Rot	Evoc.	V, S	1 action	Close	One living Creature	Inst.	Fort. Neg.	Yes	MoF, 108
☐☐☐☐☐	5	Monstrous Regeneration	Conj.	V, S	1 action	Touch	Grants regeneration ability	1rd/2lvl	Will half	Yes	MoF, 109
☐☐☐☐☐	5	Owl's Insight	Trans.	V, S	1 action	Touch	Creature Touched	1 hr	Fort. Neg.	Yes (harmless)	MoF, 111
☐☐☐☐☐	5	Regenerate Critical Wounds	Conj	V, S	1 action	Touch	Living creature touched	10 rds + 1 rd/lvl	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	5	Summon Nature's Ally V	Conj	V, S, DF	1 full rd	Close	5:1 4:1d3 13:1d4+1	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	5	Transmute Mud to Rock	Trans.	V, S, DF	1 action	Medium	2 10ft cubes/lvl	Perm.	Spcl.	No	PH, 266
☐☐☐☐☐	5	Transmute Rock to Mud	Trans.	V, S, DF	1 action	Medium	2 10ft cubes/lvl	Perm.	Spcl.	No	PH, 266
☐☐☐☐☐	5	Tree Stride	Trans.	V, S, DF	1 action	Personal	You	1 hr/lvl or until expended	None	No	PH, 267
☐☐☐☐☐	5	Unhallow	Evoc.	V, S, M	1 day	Touch	10'/lvl radius	Inst.	None	Spcl.	PH, 268
☐☐☐☐☐	5	Vine Mine	Conj	V, S, F	1 action	Medium	Spread of 10' radius/lvl	10 min/lvl	See text	Yes	MoF, 130
☐☐☐☐☐	5	Wall of Fire	Evoc.	V, S, DF	1 action	Medium	20 ft/lvl or 5 ft/2 lvls	Conc. + 1 rd/lvl	Spcl.	Yes	PH, 269
☐☐☐☐☐	5	Wall of Thorns	Conj	V, S	1 action	Medium	Up to 10ft cube/lvl	10 min/lvl (D)	None	No	PH, 271
☐☐☐☐☐	5	Wind Tunnel	Evoc.	V, S	1 action	Close	One target/lvl	1 rd/lvl	Fort. Neg. (harmless)		MoF, 134
☐☐☐☐☐	6	Antilife Shell	Abj.	V, S, DF	1 full rd	10 ft.	10' radius	10 min/lvl (D)	None	Yes	PH, 175
☐☐☐☐☐	6	Contagious Touch	Nec.	V, S	1 action	Personal	You	1 rd/lvl	Fort. Neg.	Yes	MotW, 86
☐☐☐☐☐	6	Crumble	Trans.	V, S	1 action	Medium	One structure or construct	Inst.	Fort. Part.(obj.)	Yes (obj.)	MoF, 86
☐☐☐☐☐	6	Doomtide	Ill.	V, S, DF	1 action	80 ft.	Eight 10' cubes extending from caster	1 rd/lvl	Will Neg.	Yes	MoF, 90
☐☐☐☐☐	6	Draw Forth the Oak Spirit	Trans.	V, S, M, DF	1 hr	Close	One oak tree	Perm.	None	No	KPG, 170
☐☐☐☐☐	6	Energy Immunity	Abj.	V, S	1 action	Touch	Creature touched	24 hrs	None	Yes	Tome, 88
☐☐☐☐☐	6	Find the Path	Div.	V, S, F	3 rds	Personal & touch	You or creature touched	10 min/lvl	None	No	PH, 203

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	6	Fire Seeds	Conj	V, S, M	1 action	Touch	14 acorns/18berries	10 min/lvl	Ref. half	Yes	PH, 204
☐☐☐☐☐	6	Greater Call Lightning	Evoc.	V, S	10 min +1 action per bolt called	Long	See text	10 min/lvl	Ref. half	Yes	MotW, 88
☐☐☐☐☐	6	Greater Dispelling	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 210
☐☐☐☐☐	6	Healing Circle	Conj	V, S	1 action	20 ft.	20' radius burst	Inst.	Fort. half	Yes	PH, 213
☐☐☐☐☐	6	Ironwood	Trans.	V, S, M	1 min/lb.	0 ft.	5 lb of wood/lvl	1 day/lvl (D)	None	No	PH, 219
☐☐☐☐☐	6	Liveoak	Trans.	V, S	10 min	Touch	Tree touched	1 day/lvl (D)	None	No	PH, 222
☐☐☐☐☐	6	Mandragora	Ench.	V, S, M	1 action	15 ft.	All creatures in a 15 ft. radius	1 rd/lvl	Will Neg.	Yes	MotW, 90
☐☐☐☐☐	6	Protection from all Elements	Abj.	V, S, DF	1 action	Touch	Creature touched	10 min/lvl or until Disc.	None	Yes	MotW, 92
☐☐☐☐☐	6	Regenerate Circle	Conj	V, S	1 action	20 ft.	1 creature/2 lvls, no 2 of which can be more than 30' apart	10 rds +1 rd/2 lvls	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	6	Repel Wood	Trans.	V, S	1 action	Medium	120 ft wide,10 ft high	1 min/lvl	None	No	PH, 245
☐☐☐☐☐	6	Spellstaff	Trans.	V, S, F	10 min	Touch	Woodstaff touched	Perm. until Disc.	Will Neg.	Yes	PH, 255
☐☐☐☐☐	6	Stone Tell	Div.	V, S, DF	10 min	Personal	You	1 min/lvl	None	No	PH, 257
☐☐☐☐☐	6	Stonehold	Conj	V, S	1 action	Medium	One 10' square/lvl	1 day/lvl	See below	Yes (obj.)	MoF, 124
☐☐☐☐☐	6	Summon Nature's Ally VI	Conj	V, S, DF	1 full rd	Close	6:1 5:1d3 14:1d4+1	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	6	Transport via Plants	Trans.	V, S	1 action	Unlimited	You	1 rd	None	No	PH, 266
☐☐☐☐☐	6	Wall of Stone	Conj	V, S, DF	1 action	Medium	Area up to 5' sq/lvl	Inst.	Spcl.	No	PH, 270
☐☐☐☐☐	6	Woodiron	Trans.	V, S, M	1 min/lb. transformed	0 ft.	5 lb. of touched iron/lvl	1 day/lvl (D)	None	No	KPG, 194
☐☐☐☐☐	7	Aura of Vitality	Trans.	V, S	1 action	Close	1 creature per 3 lvls, no 2 of which can be more than 30' apart	1 rd/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 78
☐☐☐☐☐	7	Brilliant Aura	Trans.	V, S	1 action	Close	1 person per 2 lvls, all must be within 30' of each other	1 rd/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 83
☐☐☐☐☐	7	Changestaff	Trans.	V, S, F	1 full rd	Touch	Your touched staff	1 hr/lvl (D)	None	No	PH, 183
☐☐☐☐☐	7	Cloudwalkers	Trans.	V, S, DF	1 action	Close	1 creature/lvl, no 2 of which can be more than 30' apart	1 hr/lvl (D)	Ref. Neg.	Yes	MotW, 85
☐☐☐☐☐	7	Control Weather	Trans.	V, S	10 min	2 miles	2-mile-radius circle	4d12 hrs	None	No	PH, 188
☐☐☐☐☐	7	Create Crossroads at Backroad	Conj	V, S, DF, XP	One Day	Touch	Land touched	Instantaneuos	None	No	MoF, 86
☐☐☐☐☐	7	Creeping Doom	Conj	V, S	1 full rd	Close	Insect fill 10ft radius	1 min/lvl	None	No	PH, 190
☐☐☐☐☐	7	Fire Storm	Evoc.	V, S	1 full rd	Medium	2 10' cubes/lvl	Inst.	Ref. half	Yes	PH, 205
☐☐☐☐☐	7	Greater Creeping Cold	Trans.	V, S, F	1 action	Close	One creature	See text	Fort. half	Yes	MotW, 89
☐☐☐☐☐	7	Greater Scrying	Div.	V, S	1 action	Spcl.	Magical sensor	1 hr/lvl	None	No	PH, 211
☐☐☐☐☐	7	Harm	Nec.	V, S	1 action	Touch	Creature touched	Inst.	None	Yes	PH, 212
☐☐☐☐☐	7	Heal	Conj	V, S	1 action	Touch	Creature touched	Inst.	None	Yes	PH, 213
☐☐☐☐☐	7	Master Earth	Trans.	V, S, F	1 action	Personal	You	Inst.	None	No	MoF, 107
☐☐☐☐☐	7	Poison Vines	Conj	V, S, F	1 action	Medium	Spread of 10' radius/lvl	10 min/lvl	Fort. Neg (harmless)	Yes	MoF, 111
☐☐☐☐☐	7	Slime Wave	Conj	V, S, M	1 action	Close	15 ft. radius spread	1 rd/lvl	Ref. Neg.	No	DotF, 89
☐☐☐☐☐	7	Storm Tower	Abj.	V, S	1 full rd	Long	100' tall 20' radius spread	1 roun/lvl	None	Yes	MoF, 125
☐☐☐☐☐	7	Summon Nature's Ally VII	Conj	V, S, DF	1 full rd	Close	7:1 6:1d3 15:1d4+1	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	7	Sunbeam	Evoc.	V, S, DF	1 action	Medium	100 ft+10/lvl long	1 rd/lvl	Ref. half	Yes	PH, 261
☐☐☐☐☐	7	Transmute Metal to Wood	Trans.	V, S, DF	1 action	Long	Within 40' radius	Inst.	None	Yes	PH, 266
☐☐☐☐☐	7	True Seeing	Div.	V, S, M	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	Yes	PH, 267
☐☐☐☐☐	7	Wind Walk	Trans.	V, S, DF	1 action	Touch	You +1 creature/3 lvls	1 hr/lvl (D)	None	No	PH, 272
☐☐☐☐☐	8	Animal Shapes	Trans.	V, S, DF	1 action	Close	1 creature/lvl	1 hr/lvl (D)	None	Yes	PH, 173
☐☐☐☐☐	8	Bombardment	Conj	V, S, F	1 action	Long	15' radius burst centered on spot	Inst.	Ref. half	Yes	MoF, 82
☐☐☐☐☐	8	Cocoon	Conj	V, S, M, XP	1 rd	Close	One living Creature	Inst.	Fort. Neg.	Yes	MoF, 85
☐☐☐☐☐	8	Command Plants	Ench.	V	1 action	Close	Plants, plant creatures	1 day/lvl or 1 hr/lvl	Spcl.	Spcl.	PH, 186
☐☐☐☐☐	8	Finger of Death	Nec.	V, S	1 action	Close	One living creature	Inst.	Fort. Part.	Yes	PH, 203
☐☐☐☐☐	8	Mass Awaken	Trans.	V, S, F, XP	1 day	Medium	1 animal or tree/three lvls, no 2 of which may be more than 30' apart	Inst.	See text	Yes	MotW, 90
☐☐☐☐☐	8	Repel Metal or Stone	Abj.	V, S	1 action	Medium	120 ft wide,10 ft high	1 rd/lvl	None	No	PH, 245
☐☐☐☐☐	8	Reverse Gravity	Trans.	V, S, DF	1 action	Medium	10ft cube/2 lvls	1 rd/lvl (D)	None	No	PH, 246
☐☐☐☐☐	8	Speak with Anything	Div.	V, S	10 min	Personal	You	1 min/lvl	None	No	MotW, 94
☐☐☐☐☐	8	Summon Nature's Ally VIII	Conj	V, S, DF	1 full rd	Close	8:1 7:1d3 16:1d4+1	1 rd/lvl (D)	None	No	PH, 261
☐☐☐☐☐	8	Sunburst	Evoc.	V, S, DF	1 action	Long	10 ft/lvl radius burst	Inst.	Ref. half	Yes	PH, 261
☐☐☐☐☐	8	Whirlwind	Evoc.	V, S, DF	1 action	Long	1030 ft wide, 30 tall	1 rd/lvl	Ref. Neg.	Yes	PH, 272
☐☐☐☐☐	8	Word of Recall	Trans.	V	1 action	Unlimited	You + obj + 50 lb/lvl	Inst.	None	No	PH, 274
☐☐☐☐☐	9	Antipathy	Ench.	V, S, DF	1 hr	Close	Location or object	2 hrs/lvl	Will Part.	Yes	PH, 175
☐☐☐☐☐	9	Cast in Stone	Trans.	V, S	1 action	Close	Gives caster flesh to stone gaze	1 rd/lvl	Will Neg.	Yes	MoF, 83
☐☐☐☐☐	9	Divine Stasis	Trans.	V, S, M	1 action	Touch	Creature or obj. touched	Perm.	None	Yes	KPG, 170
☐☐☐☐☐	9	Earthquake	Evoc.	V, S, DF	1 action	Long	5 ft/lvl radius	1 rd	Spcl.	No	PH, 198
☐☐☐☐☐	9	Elemental Swarm	Conj	V, S	10 min	Medium	2+ summoned creatures	10 min/lvl (D)	None	No	PH, 198
☐☐☐☐☐	9	Epidemic	Nec.	V, S	1 action	Touch	Living creature touched	Inst.	Fort. Neg.	Yes	MotW, 88
☐☐☐☐☐	9	Foresight	Div.	V, S, DF	1 action	Personal & touch	Spcl.	10 min/lvl	None	No	PH, 207
☐☐☐☐☐	9	Invulnerability to Elements	Abj.	V, S, DF	1 action	Touch	Creature touched	10 min/lvl	None	Yes	MotW, 89
☐☐☐☐☐	9	Lookingglass	Trans.	V, S, DF	1 hr	Medium	Reflective surface at least as big as a Medium-size creature	1 day/lvl	See text	Yes	MotW, 90
☐☐☐☐☐	9	Mass Heal	Conj	V, S	1 action	Close	Max 30 ft apart	Inst.	None	Yes	PH, 226
☐☐☐☐☐	9	Nature's Avatar	Evoc.	V, S, DF	1 action	Touch	Animal touched	1 min/lvl	Will Neg.	Yes	MotW, 91
☐☐☐☐☐	9	Shambler	Conj	V, S	1 action	Medium	3+ shamblers	7 days/months (D)	None	No	PH, 250
☐☐☐☐☐	9	Shapechange	Trans.	V, S, F	1 action	Personal	You	10 min/lvl	None	No	PH, 250
☐☐☐☐☐	9	Summon Nature's Ally IX	Conj	V, S, DF	1 full rd	Close	9:1 8:1d3 17:1d4+1	1 rd/lvl (D)	None	No	PH, 261
☐☐☐☐☐	9	Sympathy	Ench.	V, S, M	1 hr	Close	Location or object	2 hrs/lvl	Will Neg.	Yes	PH, 263
☐☐☐☐☐	9	Thunderswarm	Evoc.	V, S	1 action	Long	Pattern of lightning spreads similar to a fireball	Inst.	None or Ref. half	Yes	MotW, 94

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

PALADIN

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	1	Bless	Ench.	V, S, DF	1 action	50 ft.	Allies within 50 ft	1 min/lvl	None	Yes	PH, 180
☐☐☐☐☐	1	Bless Water	Trans.	V, S, M	1 min	Touch	Water flask touched	Inst.	Will Neg.	Yes	PH, 180
☐☐☐☐☐	1	Bless Weapon	Trans.	V, S	1 action	Touch	Weapon touched	1 min/lvl	None	No	PH, 180
☐☐☐☐☐	1	Create Water	Conj	V, S	1 action	Close	Up to 2 gallons/lvl	Inst.	None	No	PH, 189
☐☐☐☐☐	1	Cure Light Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	1	Deafening Clang	Trans.	V, S, DF	1 action	Touch	Weapon touched	1 rd/lvl	Will Neg (harmless, obj.)	Yes (harmless, obj.)	MoF, 87
☐☐☐☐☐	1	Detect Poison	Div.	V, S	1 action	Close	Creature,obj or 5' cube	Inst.	None	No	PH, 193
☐☐☐☐☐	1	Detect Undead	Div.	V, S, DF	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 194
☐☐☐☐☐	1	Divine Favor	Evoc.	V, S, DF	1 action	Personal	You	1 min	None	No	PH, 197
☐☐☐☐☐	1	Divine Sacrifice	Evoc.	V, S	1 action	Personal	You	1 rd/lvl	None	No	DotF, 85
☐☐☐☐☐	1	Endure Elements	Abj.	V, S	1 action	Touch	Creature touched	24 hrs	None	Yes	PH, 199
☐☐☐☐☐	1	Faith Healling	Conj	V, S	1 action	Touch	Creature Touched	Inst.	Will half (harmless)	Yes (harmless)	MoF, 93
☐☐☐☐☐	1	Graced By Saints	Evoc.	V, S, DF	1 action	Medium	One creature	1 min	Fort. Neg.	Yes	KPG, 175
☐☐☐☐☐	1	Magic Weapon	Trans.	V, S	1 action	Touch	+1 att/dmg	1 min/lvl	Will Neg.	Yes	PH, 225
☐☐☐☐☐	1	Protection from Evil	Abj.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	No	PH, 240
☐☐☐☐☐	1	Read Magic	Univ.	V, S, F	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 243
☐☐☐☐☐	1	Resistance	Abj.	V, S, M	1 action	Touch	Creature touched	1 min	Will Neg.	Yes	PH, 245
☐☐☐☐☐	1	Silverbeard	Trans.	V, DF	1 action	Personal	You	1 min/lvl	None	No	MoF, 117
☐☐☐☐☐	1	Strategic Charge	Abj.	V, DF	1 action	Personal	You	1 rd/lvl	None	No	MoF, 125
☐☐☐☐☐	1	Virtue	Trans.	V, S, DF	1 action	Touch	Creature touched	1 min	None	No	PH, 269
☐☐☐☐☐	1	Vision of Glory	Div.	V, S, DF	1 action	Touch	Creature Touched	1 min/until Disc.	None	Yes	MoF, 131
☐☐☐☐☐	1	Warning Shout	Trans.	V	1 action	See text	See Text	1 rd	None	No	MoF, 132
☐☐☐☐☐	2	Aura of Glory	Trans.	V, DF	1 action	Personal	You	1 min/lvl	None	No	MoF, 78
☐☐☐☐☐	2	Blessed Aim	Div.	V, S	1 action	60 ft.	60 ft. spread centered on you	Conc.	Will Neg.	No	DotF, 81
☐☐☐☐☐	2	Curse of the Brute	Trans.	V, S	1 action	Touch	Creature touched	1 rd/lvl	Fort. Neg.	Yes	DotF, 84
☐☐☐☐☐	2	Delay Poison	Conj	V, S, DF	1 action	Touch	Creature touched	1 hr/lvl	Fort. Neg.	Yes	PH, 191
☐☐☐☐☐	2	Hand of Divinity	Evoc.	V, S, DF	1 min	Touch	Creature Touched	1 min/lvl	Will Neg. (harmless)	Yes	MoF, 98
☐☐☐☐☐	2	Remove Paralysis	Conj	V, S	1 action	Close	1:neg,2:+4,3-4:+2	Inst.	Will Neg.	Yes	PH, 245
☐☐☐☐☐	2	Resist Elements	Abj.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	None	Yes	PH, 246
☐☐☐☐☐	2	Shield Other	Abj.	V, S, F	1 action	Close	+1 AC, +1 saves	1 hr/lvl (D)	Will Neg.	Yes	PH, 251
☐☐☐☐☐	2	Srength of Stone	Trans.	V, S, DF	1 action	Personal	You	1 hr/lvl	None	No	MoF, 125
☐☐☐☐☐	2	Undetectable Alignment	Abj.	V, S	1 action	Close	One creature or object	24 hrs	Will Neg.	Yes	PH, 267
☐☐☐☐☐	2	Zeal	Abj.	V, S	1 action	Personal	You	1 rd/lvl	None	No	DotF, 92
☐☐☐☐☐	3	Cure Moderate Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	3	Discern Lies	Div.	V, S, DF	1 action	Close	1/lvl,max30ft apart	Conc. up to 1 rd/lvl (D)	Will Neg.	No	PH, 195
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Forceward	Abj.	V, S, DF	1 full rd	10 ft.	10' radius emanation centered on you	1 min/lvl	Will Neg.	Yes	MoF, 95
☐☐☐☐☐	3	Greater Magic Weapon	Trans.	V, S, M	1 action	Close	Weapon or 50 proj.	1 hr/lvl	Will Neg.	Yes	PH, 210
☐☐☐☐☐	3	Heal Mount	Conj	V, S	1 action	Touch	Your mount touched	Inst.	None	Yes	PH, 213
☐☐☐☐☐	3	Know Greatest Enemy	Div.	V, DF	1 action	Close	Quarter circle emanating from you to the extreme of the range	Conc., up to 1 rd/lvl	None	Yes	MoF, 103
☐☐☐☐☐	3	Loyal Vassal	Abj. [lawful]	V, S, DF	1 action	Touch	up to 1 willing creature/3 lvls touched	10 min/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 106
☐☐☐☐☐	3	Magic Circle against Evil	Abj.	V, S, DF	1 action	Touch	Emanates 10 ft	10 min/lvl	Will Neg.	No	PH, 223
☐☐☐☐☐	3	Prayer	Conj	V, S, DF	1 action	30 ft.	Allies/foes 30' radius	1 rd/lvl	None	Yes	PH, 238
☐☐☐☐☐	3	Remove Blindness/ Deafness	Conj	V, S	1 action	Touch	Creature touched	Inst.	Fort. Neg.	Yes	PH, 244
☐☐☐☐☐	3	Righteous Fury	Trans.	V, S, DF	1 action	Personal	You	1 rd/lvl	None	No	MoF, 114
☐☐☐☐☐	3	Undead Bane Weapon	Trans.	V, S, DF	1 action	Touch	Weapon Touched	1 hr/lvl	Will Neg. (harmless obj.)	Yes (harmless obj.)	MoF, 128
☐☐☐☐☐	4	Cure Serious Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	4	Death Ward	Nec.	V, S, DF	1 action	Touch	Living creature touched	10 min/lvl	None	Yes	PH, 191
☐☐☐☐☐	4	Dispel Evil	Abj.	V, S, DF	1 action	Touch	Spcl.	1 rd/lvl or until Disc.	Spcl.	Spcl.	PH, 196
☐☐☐☐☐	4	Favor of Ilmater	Nec.	V, S	1 action	Medium	Willing Creature	1 min/lvl or Inst.	None	Yes	MoF, 93
☐☐☐☐☐	4	Freedom of Movement	Abj.	V, S, M, DF	1 action	Personal & touch	You or creature touched	10 min/lvl	None	No	PH, 207
☐☐☐☐☐	4	Glory of the Martyr	Abj.	V, S, F, DF	1 action	Close	One creature/lvl	1 hr/lvl (D)	Will Neg.	Yes	MoF, 97
☐☐☐☐☐	4	Hand of Torm	Abj.	V, S, DF	1 min	10 ft.	10' radius emanation centered on you	1 hr/lvl	Fort. Neg.	Yes	MoF, 99
☐☐☐☐☐	4	Holy Sword	Evoc.	V, S	1 action	Touch	Weapon touched	1 rd/lvl	None	No	PH, 215
☐☐☐☐☐	4	Lesser Aspect of the Deity	Trans.	V, S, DF	1 action	Personal	You	1 rd/lvl	None	No	DotF, 87; KPG, 178
☐☐☐☐☐	4	Neutralize Poison	Conj	V, S, M	1 action	Touch	Creature / obj 1 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 232
☐☐☐☐☐	4	Revenance	Conj	V, S, M, DF	1 full rd	Touch	Dead Ally Touched	1 min/lvl	None	Yes	MoF, 113
☐☐☐☐☐	4	Seek Eternal Rest	Conj	V, DF	1 action	Personal	You	10 min/lvl	None	No	MoF, 115
☐☐☐☐☐	4	Weapon of the Deity	Trans.	V, DF	1 action	Personal	Your weapon	1 rd/lvl	See text	No	DotF, 92; KPG, 193 MoF, 132

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

RANGER

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	1	Alarm	Abj.	V, S, DF	1 action	Close	25' radius emanation	2 hrs/lvl (D)	None	No	PH, 172
☐☐☐☐☐	1	Animal Friendship	Ench.	V, S, M	1 action	Close	One animal	Inst.	Will Neg.	Yes	PH, 173
☐☐☐☐☐	1	Animal Trick	Trans.	V, S, DF	1 action	Close	One animal companion bonded to you by an *animal friendship* effect	Inst.	Will Neg.	Yes	MotW, 82
☐☐☐☐☐	1	Bloodhound	Div.	V, S	1 action	Personal	You	1 hr/lvl	None	No	MotW, 94
☐☐☐☐☐	1	Branch to Branch	Trans.	V, S	1 action	Personal	you	1 min/lvl	None	No	MoF, 83
☐☐☐☐☐	1	Camouflage	Trans.	V, S, M	1 action	Personal	You	10 min/lvl	None	No	MotW, 85; MoF, 83
☐☐☐☐☐	1	Dawn	Abj.	V	1 action	Personal	All creatures within a 15' radius burst centered on you	Inst.	Fort. Neg.	Yes	MotW, 86
☐☐☐☐☐	1	Delay Poison	Conj	V, S, DF	1 action	Touch	Creature touched	1 hr/lvl	Fort. Neg.	Yes	PH, 191
☐☐☐☐☐	1	Detect Animals or Plants	Div.	V, S	1 action	Long	Quarter circle	Conc. up to 10 min/lvl (D)	None	No	PH, 192
☐☐☐☐☐	1	Detect Snares and Pits	Div.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 10 min/lvl (D)	None	No	PH, 194
☐☐☐☐☐	1	Entangle	Trans.	V, S, DF	1 action	Long	40ft radius spread	1 min/lvl	Ref.	No	PH, 200
☐☐☐☐☐	1	Hawkeye	Trans.	V	1 action	Personal	You	10 min/lvl	None	No	MotW, 89
☐☐☐☐☐	1	Hunter's Mercy	Trans.	V, S	1 action	Personal	you	See text	None	No	MoF, 101
☐☐☐☐☐	1	Low-Light Vision	Trans.	V, S	1 action	Touch	Creature Touched	1 hr/lvl	None	Yes (harmless)	MoF, 106
☐☐☐☐☐	1	Magic Fang	Trans.	V, S, DF	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	Yes	PH, 223
☐☐☐☐☐	1	Naturewatch	Nec.	S	1 action	Close	Quarter circle emanating from you to the extreme of the range	10 min/lvl	None	No	MoF, 110
☐☐☐☐☐	1	Pass without Trace	Trans.	V, S, DF	1 action	Touch	1 creature/lvl touched	10 min/lvl	Will Neg.	Yes	PH, 234
☐☐☐☐☐	1	Ram's Might	Trans.	V, S	1 action	Personal	You	1 min/lvl	None	No	MoF, 112
☐☐☐☐☐	1	Read Magic	Univ.	V, S, F	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 243
☐☐☐☐☐	1	Resist Elements	Abj.	V, S, DF	1 action	Touch	creature touched	1 min/lvl	None	Yes	PH, 246
☐☐☐☐☐	1	Smell of fear	Trans.	V, S	1 action	Touch	creature touched	1 min/lvl	Will Neg.	Yes	MoF, 119
☐☐☐☐☐	1	Speak with Animals	Div.	V, S	1 action	Personal	You	1 min/lvl	None	No	PH, 254
☐☐☐☐☐	1	Speed Swim	Trans.	V, S, F	1 action	Close	One creature	1 min/lvl	Yes (harmless)	Yes (harmless)	MoF, 121
☐☐☐☐☐	1	Stalking Brand	Trans.	V, S	1 action	Touch	creature touched	1 day/lvl	None	Yes	MoF, 123
☐☐☐☐☐	1	Summon Nature's Ally I	Conj	V, S, DF	1 full rd	Close	1 summoned creature	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	1	Sure Foot	Abj.	V, S	1 action	Personal	You	10 min/lvl	None	No	MoF, 127
☐☐☐☐☐	1	Towering Oak	Ill.	V, S	1 action	Personal	You	3 rds/lvl	None	No	MoF, 128
☐☐☐☐☐	2	Animal Messenger	Ench.	V, S, M	1 action	Close	One Tiny animal	1 day/lvl	None	Yes	PH, 173
☐☐☐☐☐	2	Briar Web	Trans.	V, S, DF	1 action	Medium	Plants in a 40 ft. radius spread	1 min/lvl	See text	No	DotF, 83; MotW, 85
☐☐☐☐☐	2	Claws of the Beast	Trans.	V, S	1 action	Personal	You	1 rd/lvl	None	No	MoF, 84
☐☐☐☐☐	2	Cure Light Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	2	Detect Chaos/Evil/Good/Law	Div.	V, S, DF	1 action	60 ft.	Quarter circle	Conc. up to 10 min/lvl (D)	None	No	PH, 192
☐☐☐☐☐	2	Easy Trail	Abj.	V, S	1 action	Personal	30' cone trailing behind you	1 hr/lvl(D)	None (harmless)	Yes (harmless)	MoF, 91
☐☐☐☐☐	2	Hold Animal	Ench.	V, S	1 action	Medium	One animal	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	2	Nature's Favor	Evoc.	V, S, DF	1 action	Touch	Animal touched	5 rds/lvl	Will Neg.	Yes	MotW, 92
☐☐☐☐☐	2	One with the Land	Trans.	V, S	1 action	Personal	You	1 hr/lvl	None	No	MoF, 111
☐☐☐☐☐	2	Protection from Elements	Abj.	V, S	1 action	Touch	Creature touched	10 min/lvl	None	Yes	PH, 240
☐☐☐☐☐	2	Scent	Trans.	V, S, M	1 full rd	Touch	Creature Touched	1 hr per lvl	None	Yes (harmless)	MoF, 115
☐☐☐☐☐	2	Sleep	Ench.	V, S, M	1 action	Medium	Within 15 ft-radius burst	1 min/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	2	Snare	Trans.	V, S, DF	3 rds	Touch	Vine, rope or thong	Until triggered	None	No	PH, 253
☐☐☐☐☐	2	Speak with Plants	Div.	V, S	1 action	Personal	You	1 min/lvl	None	No	PH, 254
☐☐☐☐☐	2	Summon Nature's Ally II	Conj	V, S, DF	1 full rd	Close	2:1, 1:1d3	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	2	Wild Sense	Div.	V, S, DF	1 action	Personal	You	1 hr/lvl	None	No	KPG, 193
☐☐☐☐☐	3	Animal Reduction	Trans.	V, S	1 action	Touch	One willing animal of size Small, Medium, Large or Huge	1 hr/lvl	Will Neg.	Yes	MotW, 82
☐☐☐☐☐	3	Blade Thirsts	Trans.	V, S	1 action	Touch	One slashing weapon	1 rd/lvl	None (obj.)	Yes (obj.)	MoF, 82
☐☐☐☐☐	3	Bottle of Smoke	Conj	V, S, F	10 min	Touch	One smoky, horselike creature	1 hr/lvl	None	No	MotW, 84
☐☐☐☐☐	3	Control Plants	Trans.	V, S, DF	1 action	Close	Within 25+5 ft/2 lvls	1 min/lvl	Will Neg.	No	PH, 188
☐☐☐☐☐	3	Cure Moderate Wounds	Conj.	V, S	1 action	Touch	Cures 2d8+1/level damage (max +10)	Inst.	Will half	Yes	PH, 190
☐☐☐☐☐	3	Decoy Image	Ill.	V, S	1 full rd	Long	Figment that mimics you and all allies within 50' of you	10 min/lvl (D)	None	No	MoF, 88
☐☐☐☐☐	3	Detect Favored Enemy	Div.	V, S, DF	1 action	Long	Quarter circle emanating from you to extreme of range	Conc. up to 10 min/lvl (D)	None	No	MotW, 87
☐☐☐☐☐	3	Diminish Plants	Trans.	V, S, DF	1 action	Spcl.	Spcl.	Inst.	None	No	PH, 195
☐☐☐☐☐	3	Earthfast	Trans.	V, S	1 action	Close	One stone structure or rock formation, up to 25 cu. ft./lvl	10 min/lvl	Fort. Neg. (harmless obj.)	Yes (obj.)	MoF, 90
☐☐☐☐☐	3	Easy Climb	Trans.	V, S	1 action	Medium	Vertical path 10' wide 20' tall	10 min/lvl	None (obj.)	Yes (obj.)	MoF, 91
☐☐☐☐☐	3	Embrace the Wild	Trans.	V, F	1 action	Personal	You	10 min/lvl	None	No	MotW, 87
☐☐☐☐☐	3	Forestfold	Trans.	V, S, M	1 action	Personal	You	10 min/lvl	None	No	MotW, 88
☐☐☐☐☐	3	Greater Magic Fang	Trans.	V, S, DF	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 210
☐☐☐☐☐	3	Living Prints	Div.	V, S	1 action	Personal	You	1 hr/lvl	None	No	MoF, 106
☐☐☐☐☐	3	Neutralize Poison	Conj	V, S, M	1 action	Touch	Creature/obj. up to 1 cu. ft./lvl	Inst.	Will Neg.	Yes	PH, 232
☐☐☐☐☐	3	Plant Growth	Trans.	V, S, DF	1 action	Spcl.	Spcl.	Inst.	None	No	PH, 236
☐☐☐☐☐	3	Remove Disease	Conj	V, S	1 action	Touch	Creature touched	Inst.	Fort. Neg.	Yes	PH, 244
☐☐☐☐☐	3	Safe Clearing	Abj.	V, S	1 full rd	Touch	30' radius Spread	1 hr/lvl	Will Neg.	Yes obj.	MoF, 114
☐☐☐☐☐	3	Summon Nature's Ally III	Conj	V, S, DF	1 full rd	Close	3:1 2:1d3 1:1d4+1	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	3	Tree Shape	Trans.	V, S, DF	1 action	Personal	You	1 hr/lvl (D)	None	No	PH, 267
☐☐☐☐☐	3	Water Walk	Trans.	V, S, DF	1 action	Touch	Touched creature/lvl	10 min/lvl	Will Neg.	Yes	PH, 271
☐☐☐☐☐	4	Cure Serious Wounds	Conj	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 190

MEMORIZED	SPELL LEVEL	SPELL NAME	TYPE	COMPONENTS	CASTING TIME	RANGE	TARGET/EFFECT	DURATION	SAVING THROW	SR	SOURCE
☐☐☐☐☐	4	Freedom of Movement	Abj.	V, S, M, DF	1 action	Personal & touch	You or creature touched	10 min/lvl	None	No	PH, 207
☐☐☐☐☐	4	Land Womb	Abj.	V, S	1 action	Touch	You and 1 other creature/lvl	10 min/lvl	Will Neg.	Yes	MoF, 104
☐☐☐☐☐	4	Mass Camouflage	Trans.	V, S	1 action	Medium	Any # creatures, no 2 of which can be more than 60' apart	10 min/lvl	None	No	MoF, 106
☐☐☐☐☐	4	Nondetection	Abj.	V, S, M	1 action	Touch	Creature or object	1 hr/lvl	Will Neg.	Yes	PH, 232
☐☐☐☐☐	4	Polymorph Self	Trans.	V	1 action	Personal	You	1 hr/lvl (D)	Fort. Neg.	Yes	Tome, 95 PH, 237
☐☐☐☐☐	4	Snakebite	Trans.	V, S	1 action	Personal	You	1 rd/lvl (D)	See text	No	MoF, 120
☐☐☐☐☐	4	Summon Nature's Ally IV	Conj	V, S, DF	1 full rd	Close	4:1 3:1d3 12:1d4+1	1 rd/lvl (D)	None	No	PH, 260
☐☐☐☐☐	4	Tree Stride	Trans.	V, S, DF	1 action	Personal	You	1 hr/lvl or until expended	None	No	PH, 267
☐☐☐☐☐	4	Wind Wall	Evoc.	V, S, M/DF	1 action	Medium	10/lvl long,5/lvl high	1 rd/lvl	None	Yes	PH, 273

ABBREVIATIONS
Abj. = Abjuration
Brd = Bard
Bst = Beastmaster
Conc. = Concentration
Conj. = Conjuration
Disb. = Disbelief
Disc. = Discharged
Div. = Divination
Ench. = Enchantment
Evoc. = Evocation
Fort. = Fortitude
Hr. = Hour
Ill. = Illusion
Inst. = Instantaneous
Min. = Minute(s)
N = No
Nec. = Necromancy
Neg. = Negates
Obj. = Object
Part. = Partial
Perm. = Permanent
Rd. = Round
Ref. = Reflex
Spcl. = Special
SR = Spell Resistance
Tran. = Transmutation
Univ. = Universal
Y = Yes

REFERENCE SOURCE ABBREVIATIONS
DMG = Dungeon Master's Guide
DotF = Defenders of the Faith
FR = Forgotten Realms Sourcebook
KPG = Kalamar Player's Guide
LoD = Lords of Darkness
LotIF = Lord of the Iron Fortress
MoF = Magic of Faerun
MotP = Manual of the Planes
MotW = Masters of the Wild
PH = Player's Handbook
RTEE = Return to the Temple of Elemental Evil
Song = Song and Silence
Tome = Tome and Blood

Spells Available by Level:

0 ____ 1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____ 8th ____ 9th ____ 10th ____ 11th ____ 12th ____

SORCERER/SPELLSINGER/WIZARD

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	0	Acid Splash	Conj	V, S	1 action	Close	One missile of acid	Inst.	None	Yes	MoF, 76
☐☐☐☐☐	0	Arcane Mark	Univ.	V, S	1 action	0 ft.	Rune or mark	Perm.	None	No	PH, 176
☐☐☐☐☐	0	Dancing Lights	Evoc.	V, S	1 action	Medium	Within 10 ft-radius area	1 min	Will Disb.	No	PH, 190
☐☐☐☐☐	0	Daydream	Ench.	S	1 action	Close	One creature	1 min/lvl	Will Neg.	Yes	KPG, 169
☐☐☐☐☐	0	Daze	Ench.	V, S, M	1 action	Close	1 creature up to 4 HD	1 rd	Will Neg.	Yes	PH, 191
☐☐☐☐☐	0	Detect Magic	Univ.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 193
☐☐☐☐☐	0	Detect Poison	Div.	V, S	1 action	Close	Creature, obj. or 5 ft cube	Inst.	None	No	PH, 193
☐☐☐☐☐	0	Disrupt Undead	Nec.	V, S	1 action	Close	Rey	Inst.	None	Yes	PH, 197
☐☐☐☐☐	0	Electric Jolt	Evoc.	V, S	1 action	Close	One creature or object	Inst.	none	Yes	MoF, 91
☐☐☐☐☐	0	Eyes Open	Abj.	V	1 action	Close	One creature	10 min/lvl	Will Neg.	Yes	KPG, 172
☐☐☐☐☐	0	Flare	Evoc.	V	1 action	Close	Burst of light	Inst.	Fort. Neg.	Yes	PH, 206
☐☐☐☐☐	0	Ghost Sound	Ill.	V, S, M	1 action	Close	Noise of 4/lvl (20)	1 rd/lvl	Will Disb.	No	PH, 209
☐☐☐☐☐	0	Horizikaul's Cough	Evoc.	V, S	1 action	Close		Inst.	Will Part.	Yes	MoF, 101
☐☐☐☐☐	0	Jolt	Evoc.	V, S, M	1 action	Close	One creature	Inst.	Fort. Neg.	Yes	KPG, 177
☐☐☐☐☐	0	Launch Bolt	Trans.	V, S	1 action	Medium	One crossbow bolt in your possession	Instantaneuos	None	No	MoF, 105
☐☐☐☐☐	0	Light	Evoc.	V, M	1 action	Touch	Light in 20' radius	10 min/lvl (D)	None	No	PH, 222
☐☐☐☐☐	0	Mage Hand	Trans.	V, S	1 action	Close	Move 15'	Conc.	None	No	PH, 223
☐☐☐☐☐	0	Mending	Trans.	V, S	1 action	10 ft.	Object up to 1 lbs	Inst.	Will Neg.	Yes	PH, 227
☐☐☐☐☐	0	Open / Close	Trans.	V, S, F	1 action	Close	Object not locked	Inst.	Will Neg.	Yes	PH, 233
☐☐☐☐☐	0	Prestidigitation	Univ.	V, S	1 action	10 ft.	Lift 1 lbs etc. tricks	1 hr	None	No	PH, 238
☐☐☐☐☐	0	Ray of Frost	Conj	V, S	1 action	Close	Ray	Inst.	None	Yes	PH, 243
☐☐☐☐☐	0	Read Magic	Univ.	V, S, F	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 243
☐☐☐☐☐	0	Repair Minor Damage	Trans.	V, S	1 action	Touch	Construct Touched	Inst.	None	Yes	Tome, 96
☐☐☐☐☐	0	Resistance	Abj.	V, S, M	1 action	Touch	Creature touched	1 min	Will Neg.	Yes	PH, 245
☐☐☐☐☐	0	Silent Portal	Ill.	S	1 action	Close	Any Single Portal	1 hr/lvl(D)	Will Neg. (obj.)	Yes (obj.)	MoF, 117
☐☐☐☐☐	0	Spot Invisible	Div.	V, S	1 action	Personal	You	Inst.	None	No	KPG, 187
☐☐☐☐☐	0	Unnerve	Nec.	V, S	1 action	Close	One creature	1 rd/lvl	Will Neg.	Yes	KPG, 191
☐☐☐☐☐	1	A Moment Ago	Trans.	V, S, M	1 action	Personal	One spell	1 rd	See text	See text	KPG, 162
☐☐☐☐☐	1	Alarm	Abj.	V, S, DF	1 action	Close	25' radius emanation	2 hrs/lvl (D)	None	No	PH, 172
☐☐☐☐☐	1	Animate Rope	Trans.	V, S	1 action	Medium	1 ropelike object	1 rd/lvl	None	No	PH, 174
☐☐☐☐☐	1	Appear as Wizard	Ill.	S	1 action	Medium	Target: One creature	1 spell cast within 1 min	Will Neg.	Yes	KPG, 163
☐☐☐☐☐	1	Burning Hands	Trans.	V, S	1 action	10 ft.	Semicirc 10 ft long	Inst.	Ref. half	Yes	PH, 181
☐☐☐☐☐	1	Cause Fear	Nec.	V, S	1 action	Close	-2 to att/dmg/saves	1d4 rds	Will Neg.	Yes	PH, 182
☐☐☐☐☐	1	Change Self	Ill.	V, S	1 action	Personal	You, 1 ft size change	10 min/lvl (D)	None	No	PH, 183
☐☐☐☐☐	1	Charm Person	Ench.	V, S	1 action	Close	1 person	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	1	Chill Touch	Nec.	V, S	1 action	Touch	Creatures touched, 1/lvl	Inst.	Fort. Part.	Yes	PH, 184
☐☐☐☐☐	1	Color Spray	Ill.	V, S, M	1 action	Close	Cone	Inst.	Will Neg.	Yes	PH, 185
☐☐☐☐☐	1	Comprehend Languages	Div.	V, S, M	1 action	Personal	You, 250 words/min	10 min/lvl	None	No	PH, 186
☐☐☐☐☐	1	Corrosive Grasp	Conj	V, S	1 action	Touch	Creature(s) touched (up to 1/lvl)	Inst.	None	Yes	MoF, 85
☐☐☐☐☐	1	Detect Secret Doors	Div.	V, S	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 193
☐☐☐☐☐	1	Detect Undead	Div.	V, S, DF	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	None	No	PH, 194
☐☐☐☐☐	1	Disinter	Trans.	V, S, M	1 action	Long	One item	Inst.	None	No	KPG, 169
☐☐☐☐☐	1	Dorama's Battle Ward	Abj.	V, S	1 action	6 ft./lvl	All creatures within a 10' x 10' area	1 full rd	Will Neg.	Yes	KPG, 170
☐☐☐☐☐	1	Enchantment Disruption	Abj.	V, S, F/DF	1 full rd	Close	10' radius sphere	Inst.	None	No	KPG, 171
☐☐☐☐☐	1	End	Abj.	V	1 action	Medium	One spell	Inst.	None	No	KPG, 171
☐☐☐☐☐	1	Endure Elements	Abj.	V, S	1 action	Touch	Creature touched	24 hrs	None	Yes	PH, 199
☐☐☐☐☐	1	Enlarge	Trans.	V, S, M	1 action	Close	Creature or object	1 min/lvl	Fort. Neg.	Yes	PH, 200
☐☐☐☐☐	1	Erase	Trans.	V, S	1 action	Close	1 scroll or 2 pages	Inst.	Spcl.	No	PH, 200
☐☐☐☐☐	1	Expeditious Retreat	Trans.	V, S	1 action	Personal	You, speed/jump x2	1 min/lvl (D)	None	No	PH, 202
☐☐☐☐☐	1	False Strike	Trans.	V, F	1 action	Close	One creature	1 rd	Will Neg.	Yes	KPG, 172
☐☐☐☐☐	1	Feather Fall	Trans.	V	Free action	Close	10' radius, 300 lb/lvl	Land or 1 rd/lvl	Will Neg.	Yes	PH, 203
☐☐☐☐☐	1	Forcewave	Evoc.	V, S, F	1 action	Medium	Wave of force affecting 1 creature	Inst.	Fort. Part.	Yes	MoF, 95
☐☐☐☐☐	1	Grease	Conj	V, S, M	1 action	Close	Obj or 10ft x 10ft sq	1 rd/lvl (D)	Spcl.	No	PH, 210
☐☐☐☐☐	1	Hold Portal	Abj.	V	1 action	Medium	20 sq ft/lvl	1 min/lvl	None	No	PH, 214
☐☐☐☐☐	1	Horizikaul's Boom	Evoc.	V, S	1 action	Close	One Creature	Inst.	Will Part.	Yes	MoF, 101
☐☐☐☐☐	1	Hypnotism	Ench.	V, S	1 action	Close	Max 30 ft apart	2d4 rds (D)	Will Neg.	Yes	PH, 215
☐☐☐☐☐	1	Ice Dagger	Evoc.	V, S, M	1 action	Close	Dagger of Ice	Inst.	Ref. half	Yes	MoF, 101
☐☐☐☐☐	1	Icy Hands	Trans.	V, S	1 action	10 ft.	Semicircular blast of ice 10' long, centered on your hands	Inst.	Ref. half	Yes	KPG, 176
☐☐☐☐☐	1	Identify	Div.	V, S, M	8 hrs	Touch	1 touched obj/lvl	Inst.	None	No	PH, 216
☐☐☐☐☐	1	Ironguts	Abj.	V, S, M	1 action	Touch	Creature Touched	10 min/lvl	Will Neg.	Yes	MoF, 102
☐☐☐☐☐	1	Jump	Trans.	V, S, M	1 action	Touch	Creature touched	1 min/lvl (D)	None	Yes	PH, 219
☐☐☐☐☐	1	Kaupaer's Skittish Nerves	Trans.	V, S	1 action	Touch	Creature Touched	1 min/lvl	none (harmless)	Yes	MoF, 103
☐☐☐☐☐	1	Know Protections	Div.	V, S	1 action	Close	One Creature	Inst.	Will Neg.	Yes	MoF, 104
☐☐☐☐☐	1	Laeral's Cutting Hand	Trans.	V, S	1 Action	Personal	Your Hand	1 rd/lvl (D)	None	No	MoF, 104
☐☐☐☐☐	1	Launch Item	Trans.	S	1 action	Long	1 fine item in your possession, weighing up to 10 lbs.	Inst.	None	No	MoF, 105
☐☐☐☐☐	1	Lesser Acid Orb	Evoc.	V, S	1 action	Close	Up to 5 creatures/objects, no 2 of which can be more than 15' apart	Inst.	Fort. half	Yes	Tome, 92
☐☐☐☐☐	1	Lesser Cold Orb	Evoc.	V, S	1 action	Close	Up to 5 creatures/objects, no 2 of which can be more than 15' apart	Inst.	Fort. half	Yes	Tome, 92
☐☐☐☐☐	1	Lesser Electric Orb	Evoc.	V, S	1 action	Close	Up to 5 creatures/objects, no 2 of which can be more than 15' apart	Inst.	Fort. half	Yes	Tome, 92

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	1	Lesser Fire Orb	Evoc.	V, S	1 action	Close	Up to 5 creatures/objects, no 2 of which can be more than 15' apart	Inst.	Fort. half	Yes	Tome, 93
☐☐☐☐☐	1	Lesser Sonic Orb	Evoc.	V, S	1 action	Close	Up to 5 creatures/objects, no 2 of which can be more than 15' apart	Inst.	Fort. half	Yes	Tome, 93
☐☐☐☐☐	1	Low-Light Vision	Trans.	V, S	1 action	Touch	Creature touched	1 hr/lvl	None	Yes (harmless)	MoF, 106
☐☐☐☐☐	1	Mage Armor	Conj	V, S, F	1 action	Touch	Creature touched	1 hr/lvl (D)	Will Neg.	Yes	PH, 223
☐☐☐☐☐	1	Magic Missile	Evoc.	V, S	1 action	Medium	Max 15 ft apart	Inst.	None	Yes	PH, 224
☐☐☐☐☐	1	Magic Weapon	Trans.	V, S	1 action	Touch	+1 att/dmg	1 min/lvl	Will Neg.	Yes	PH, 225
☐☐☐☐☐	1	Message	Trans.	V, S, F	1 action	Medium	1 creature/lvl	10 min/lvl	None	No	PH, 227
☐☐☐☐☐	1	Mount	Conj	V, S, M	1 full rd	Close	Light horse or pony	2 hrs/lvl	None	No	PH, 231
☐☐☐☐☐	1	Negative Energy Ray	Nec.	V, S, M	1 action	Close	Ray	Inst.	Will half	Yes	Tome, 94
☐☐☐☐☐	1	Net of Shadows	Ill.	V, S	1 action	Close	Up to 1 creature/lvl, no 2 of which can be more than 25' apart	3 rds	Will Neg.	Yes	MoF, 110
☐☐☐☐☐	1	Nybor's Gentle Reminder	Ench.	V, S, F	1 action	Close	One living Creature	2 rds	Fort. Neg.	Yes	MoF, 110
☐☐☐☐☐	1	Nystul's Magic Aura	Ill.	V, S, F	1 action	Touch	1 obj, weight 5 lb/lvl	1 day/lvl	None	No	PH, 232
☐☐☐☐☐	1	Obscuring Mist	Conj	V, S	1 action	30 ft.	Cloud spreads 30 ft	1 min/lvl	None	No	PH, 233
☐☐☐☐☐	1	Portal Beacon	Trans.	V, S	1 action	Close	One interplanar portal	1 hr/lvl	None	No	MotP, 37
☐☐☐☐☐	1	Pounding Stones	Trans.	V, S, M	1 action	Close	One creature	Inst.	Ref. half	Yes	KPG, 183
☐☐☐☐☐	1	Protection from Chaos	Abj.	V, S, M	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	No	PH, 240
☐☐☐☐☐	1	Ray of Enfeeblement	Nec.	V, S	1 action	Close	Ray, max penalty –5	1 min/lvl	Fort. Neg.	Yes	PH, 242
☐☐☐☐☐	1	Reduce	Trans.	V, S, M	1 action	Close	10 cu.ft / lvl	1 min/lvl	Fort. Neg.	Yes	PH, 243
☐☐☐☐☐	1	Repair Light Damage	Trans.	V, S	1 action	Touch	Construct Touched	Inst.	None	Yes	Tome, 95
☐☐☐☐☐	1	Shelgarn's Persistant Blade	Evoc.	V, S, F	1 action	Close	One small blade	Conc.	None	Yes	MoF, 117
☐☐☐☐☐	1	Shield	Abj.	V, S	1 action	Personal	3/4 cover	1 min/lvl (D)	None	No	PH, 251
☐☐☐☐☐	1	Shocking Grasp	Trans.	V, S	1 action	Touch	+3 att if wears metal	Until Disc.	None	Yes	PH, 251
☐☐☐☐☐	1	Silent Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc.	Will Disb.	No	PH, 252
☐☐☐☐☐	1	Silken Grasp	Trans.	V, F/DF	1 action	Personal	You	1 rd/lvl	None	No	KPG,
☐☐☐☐☐	1	Sleep	Ench.	V, S, M	1 action	Medium	Within 15 ft-radius burst	1 min/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	1	Speed Swim	Trans.	V, S, F	1 action	Close	One Creature	1 min/lvl	Yes (harmless)	Yes (harmless)	MoF, 121
☐☐☐☐☐	1	Spellscatter	Trans.	V, S, M	1 action	Close	One creature	Perm.	Will Neg.	Yes	KPG, 186
☐☐☐☐☐	1	Spider Climb	Trans.	V, S, M	1 action	Touch	At half its speed	10 min/lvl	Will Neg.	Yes	PH, 255
☐☐☐☐☐	1	Spirit Worm	Nec.	V, S, M	1 action	Touch	Living Creature touched	1 rd/lvl	Fort. Part.	Yes	MoF, 123
☐☐☐☐☐	1	Stupor	Ench.	V, S, M	1 action	Close	One person	Perm.	Will Neg.	Yes	KPG, 187
☐☐☐☐☐	1	Summon Monster I	Conj	V, S, F	1 full rd	Close	Summoned creature	1 rd/lvl (D)	None	No	PH, 258
☐☐☐☐☐	1	Summon Undead I	Conj	V, S, F	1 full rd	Close	One summoned creature	1 full rd	None	No	MoF, 125
☐☐☐☐☐	1	Tenser's Floating Disc	Evoc.	V, S, M	1 action	Close	3ft diam, inch deep	1 hr/lvl	None	No	PH, 265
☐☐☐☐☐	1	Tracker	Conj	V, S, M	1 full rd	Close	One animal	1 hr/lvl	None	No	KPG, 189
☐☐☐☐☐	1	True Strike	Div.	V, F	1 action	Personal	You, +20 to att	see text	None	No	PH, 267
☐☐☐☐☐	1	Unseen Servant	Conj	V, S, M	1 action	Close	Str 2, speed 15 ft	1 hr/lvl	None	No	PH, 268
☐☐☐☐☐	1	Ventriloquism	Ill.	V, F	1 action	Close	Usually speech	1 min/lvl (D)	Will Disb.	No	PH, 269
☐☐☐☐☐	2	Adrenaline Surge	Trans.	V, S, DF	1 action	Close	Your summoned creatures in a spherical emanation, radius equal to range, centered on you	1 rd/lvl	Will Neg.	Yes	MotW, 82
☐☐☐☐☐	2	Alter Self	Trans.	V, S	1 action	Personal	You, +10 disguise	10 min/lvl (D)	None	No	PH, 172
☐☐☐☐☐	2	Ambidexterity	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	KPG, 162
☐☐☐☐☐	2	Arcane Lock	Abj.	V, S, M	1 action	Touch	Size 30 sq ft/lvl	Perm.	None	No	PH, 176
☐☐☐☐☐	2	Balagarn's Iron Horn	Trans.	V, S	1 action	Close	Cone	Instantaineous	None	Yes	MoF, 79
☐☐☐☐☐	2	Battering Ram	Evoc.	V, S, M	1 action	Close	One object or creature	Instantaneuos	None	Yes	MoF, 80
☐☐☐☐☐	2	Blindess / Deafness	Trans.	V	1 action	Medium	Living creature	Perm. (D)	Fort. Neg.	Yes	PH, 180
☐☐☐☐☐	2	Blur	Ill.	V	1 action	Touch	1/2 concealment	1 min/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Body of the Sun	Trans.	V, S, DF	1 action	5 ft.	5' radius emanation centered on you	1 rd/lvl	None	No	MotW, 84
☐☐☐☐☐	2	Bone Rot	Nec.	V, S, M	1 action	Close	Up to 4 undead creatures within 20' of each other	Inst.	Will Neg.	Yes	KPG, 166
☐☐☐☐☐	2	Bull's Strength	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	PH, 181
☐☐☐☐☐	2	Cat's Grace	Trans.	V, S, M	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	PH, 182
☐☐☐☐☐	2	Choke	Conj	V, S, M	1 action	Close	One creature up to size Large	1 rd/lvl	Ref. half	Yes	Tome, 86
☐☐☐☐☐	2	Chromatic Rod	Conj	V, S, M	1 action	Close	One Rod	1 rd/lvl	None	Yes	KPG, 167
☐☐☐☐☐	2	Claws of Darkness	Ill.	V, S	1 action	Personal	You	1 rd/lvl (D)	Fort. Part.	Yes	FR, 67
☐☐☐☐☐	2	Cloud of Bewilderment	Evoc.	V, S	1 action	10 ft.	Cone	Inst.	Fort. Neg.	Yes	MoF, 85
☐☐☐☐☐	2	Combust	Evoc.	V, S, M	1 action	Touch	touched creature or combustible object that weighs no more than 25 lb./lvl	Inst.	Ref. Part.	Yes	MoF, 85 LoD, 185
☐☐☐☐☐	2	Command Undead	Nec.	V, S, M	1 action	Close	1 undead creature	1 day/lvl	See text	Yes	Tome, 86
☐☐☐☐☐	2	Continual Flame	Ill.	V, S, M	1 action	0 ft.	Illusory flame	Perm.	None	No	PH, 188
☐☐☐☐☐	2	Darkness	Evoc.	V, M	1 action	Touch	Obj, 20' radius	10 min/lvl (D)	None	No	PH, 190
☐☐☐☐☐	2	Darkvision	Trans.	V, S, M	1 action	Touch	See 60 ft in dark	1 hr/lvl	None	Yes	PH, 190
☐☐☐☐☐	2	Daylight	Evoc.	V, S	1 action	Touch	Obj, 60' radius	10 min/lvl	None	No	PH, 191
☐☐☐☐☐	2	Death Armor	Nec.	V, S, M	1 action	Personal	you	1 rd/lvl	Will Neg (harmless)	Yes	MoF, 87
☐☐☐☐☐	2	Detect Thoughts	Div.	V, S, F	1 action	60 ft.	Quarter circle	Conc. up to 1 min/lvl (D)	Will Neg.	No	PH, 194
☐☐☐☐☐	2	Disguise Undead	Ill.	V, S, F	1 action	Touch	One corporeal undead	10 min/lvl (D)	None	No	Tome, 87; MoF, 89
☐☐☐☐☐	2	Eagle's Splendor	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 87
☐☐☐☐☐	2	Endurance	Trans.	V, S, DF	1 action	Touch	Creature gains stamina	1 hr/lvl	Will Neg.	Yes	PH, 199
☐☐☐☐☐	2	Exile	Ench.	V, S, M	1 action	Close	One creature	1 rd/lvl	Will Neg.	Yes	KPG, 172
☐☐☐☐☐	2	False Life	Nec.	V, S, M	1 full rd	Touch	Living creature touched	1 hr/lvl or until Disc.	Will Neg.	Yes	Tome, 89
☐☐☐☐☐	2	Familiar Pocket	Univ.	V, S, M	1 action	Touch	1 container/garment w/pocket	1 hr/lvl (D)	None	No	Tome, 88
☐☐☐☐☐	2	Filter	Abj.	V, S, M, DF	1 action	Touch	Creature touched	10 min/lvl	Will Neg.	Yes	Tome, 89
☐☐☐☐☐	2	Flame Dagger	Evoc.	V, S, M	1 action	0 ft.	A daggerlike beam	1 min/lvl	None	Yes	MoF, 94
☐☐☐☐☐	2	Flaming Sphere	Evoc.	V, S, DF	1 action	Medium	Moves 30 ft, 2d6 dmg	1 rd/lvl	Ref. Neg.	Yes	PH, 206
☐☐☐☐☐	2	Fog Cloud	Conj	V, S	1 action	Medium	Spreads 30ft radius	10 min/lvl	None	No	PH, 206
☐☐☐☐☐	2	Force Ladder	Evoc.	V, S, F	1 action	Close	One ladder of force up to 60' long	1 min/lvl	None	No	MoF, 95
☐☐☐☐☐	2	Fox's Cunning	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 89
☐☐☐☐☐	2	Gaze Screen	Abj.	V, S	1 action	Touch	Living creature touched	10 min/lvl	Will Neg.	Yes	Tome, 90
☐☐☐☐☐	2	Gelee's Electric Loop	Evoc.	V, S, M	1 action	Close	5' radius burst	Inst.	Reflec half	yes	MoF, 95
☐☐☐☐☐	2	Ghoul Touch	Nec.	V, S, M	1 action	Touch	Stench 10ft radius	1d6+2 rds	Fort. Neg.	Yes	PH, 209

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	2	Glitterdust	Conj	V, S, M	1 action	Medium	Within 10 ft spread	1 rd/lvl	Will Neg.	Yes	PH, 209
☐☐☐☐☐	2	Hammerfist	Trans.	V, S, F	1 action	Personal	You	1 rd/lvl (D)	None	No	KPG, 176
☐☐☐☐☐	2	Hypnotic Pattern	Ill.	(V), S, M	1 action	Medium	15 ft-radius spread	Conc. + 2 rds	Will Neg.	Yes	PH, 215
☐☐☐☐☐	2	Ice Knife	Conj	V, S, M	1 action	Long	One icy missile	Inst.	See text	Yes	Tome, 91
☐☐☐☐☐	2	Igedrazaar's Miasma	Conj	V, S, F	1 action	Close	15' radius	1 rd	Fort. Neg.	Yes	MoF, 101
☐☐☐☐☐	2	Imaginary Chains	Ench.	V	1 action	Long	20ft. radius sphere	1 rd/lvl	Will Neg.	Yes	KPG, 177
☐☐☐☐☐	2	Inaudibility	Ill.	V, S, M	1 action	Personal & touch	You or a creature/obj. weighing no more than 100 lbs./lvl	10 min/lvl (D)	Will Neg.	Yes	KPG, 177
☐☐☐☐☐	2	Indifference	Ench.	V, S, M	1 full rd	Touch	Living creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 92
☐☐☐☐☐	2	Inspiration	Evoc.	V, S, M/DF	1 action	Touch	One creature	1 hr/lvl	Will Neg.	Yes	KPG, 177
☐☐☐☐☐	2	Invisibility	Ill.	V, S, M	1 action	Personal & touch	Weight 100 lb/lvl	10 min/lvl (D)	Will Neg.	Yes	PH, 218
☐☐☐☐☐	2	Knock	Trans.	V	1 action	Medium	Up to 10 sq ft/lvl	Inst.	None	No	PH, 219
☐☐☐☐☐	2	Leomund's Trap	Ill.	V, S, M	1 action	Touch	Object touched	Perm.	None	No	PH, 221
☐☐☐☐☐	2	Levitate	Trans.	V, S, F	1 action	Personal & close	100 lb/lvl, move 20 ft	10 min/lvl (D)	None	No	PH, 222
☐☐☐☐☐	2	Life Bolt	Nec.	V, S	1 action	Medium	Onr ray/2 lvls	Inst.	None	Yes	MoF, 105
☐☐☐☐☐	2	Locate Object	Div.	V, S, F	1 action	Long	Radius 400 ft + 40 ft/lvl	1 min/lvl	None	No	PH, 223
☐☐☐☐☐	2	Magic Mouth	Ill.	V, S, M	1 action	Close	Creature or object	Perm. until Disc.	Will Neg.	Yes	PH, 224
☐☐☐☐☐	2	Melf's Acid Arrow	Conj	V, S, M	1 action	Long	2d4 dmg, max 7 rnd	1 rd + 1 rd/3 lvls	None	Yes	PH, 227
☐☐☐☐☐	2	Minor Image	Ill.	V, S, F	1 action	Long	4 10' cubes + 1/lvl	Conc. + 2 rds	Will Disb.	No	PH, 228
☐☐☐☐☐	2	Mirror Image	Ill.	V, S	1 action	Personal	1d4 + 1/3 lvls, max 8	1 min/lvl	None	No	PH, 229
☐☐☐☐☐	2	Misdirection	Ill.	V, S	1 action	Close	Size 10' cube	1 hr/lvl	Will Neg.	No	PH, 230
☐☐☐☐☐	2	Obscure Object	Abj.	V, S, M	1 action	Touch	Up to 100 lb/lvl	8 hrs	Will Neg.	Yes	PH, 232
☐☐☐☐☐	2	Owl's Wisdom	Trans.	V, S, M/DF	1 action	Touch	Creature touched	1 hr/lvl	Will Neg.	Yes	Tome, 94
☐☐☐☐☐	2	Portal Alarm	Abj.	V, S, M	1 action	Close	One interplanar portal	2 hrs/lvl	None	No	MotP, 36
☐☐☐☐☐	2	Protection from Arrows	Abj.	V, S, F	1 action	Touch	Dmg reduction 10/+1	10 min/lvl	Will Neg.	Yes	PH, 240
☐☐☐☐☐	2	Pyrotechnics	Trans.	V, S, M	1 action	Long	Up to 20' cube	1d4+1 rds	Spcl.	Spcl.	PH, 241
☐☐☐☐☐	2	Repair Moderate Damage	Trans.	V, S	1 action	Touch	Construct Touched	Inst.	None	Yes	Tome, 96
☐☐☐☐☐	2	Resist Elements	Abj.	V, S	1 action	Touch	Creature touched	1 min/lvl	None	Yes	PH, 246
☐☐☐☐☐	2	Rope Trick	Trans.	V, S, M	1 action	Touch	Climb DC 5	1 hr/lvl (D)	None	No	PH, 246
☐☐☐☐☐	2	Scare	Nec.	V, S, M	1 action	Medium	All creatures 15' radius	1 rd/lvl	Will Neg.	Yes	PH, 247
☐☐☐☐☐	2	Scent	Trans.	V, S, M	1 full rd	Touch	Creature Touched	1 hr per lvl	None	Yes (harmless)	MoF, 115
☐☐☐☐☐	2	Scorn	Ill.	V, S, M	1 action	Close	One person	1 hr/lvl	Will Neg.	Yes	KPG, 184
☐☐☐☐☐	2	See Invisibility	Div.	V, S, M	1 action	Medium	Cone	10 min/lvl (D)	None	No	PH, 248
☐☐☐☐☐	2	Shatter	Evoc.	V, S, M	1 action	Close	3' radius, 1 lb/lvl	Inst.	Spcl.	Yes	PH, 251
☐☐☐☐☐	2	Shroud of undeath	Nec.	V, S, M	1 action	Personal	You	10 min/lvl (D)	None	No	MoF, 117
☐☐☐☐☐	2	Skay's Flaming Bolt	Evoc.	V, S	1 action	Medium	Ray	Inst.	None	Yes	KPG, 186
☐☐☐☐☐	2	Spectral Hand	Nec.	V, S	1 action	Medium	Lose 1d4 HP, +2 att	1 min/lvl (D)	None	No	PH, 254
☐☐☐☐☐	2	Stone Bones	Trans.	V, S, F	1 action	Touch	corporeal Undead creature touched	10 min/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 123
☐☐☐☐☐	2	Summon Monster II	Conj	V, S, F	1 full rd	Close	1 or 1:1d3	1 rd/lvl (D)	None	No	PH, 258
☐☐☐☐☐	2	Summon Spirit	Ill.	V, S	1 action	Close	Visual figment that cannot exceed one 10' cube	2 rds/lvl	None	Yes	KPG, 188
☐☐☐☐☐	2	Summon Swarm	Conj	V, S, M	1 full rd	Close	Dmg 1 / 1d4+1/3 lvls	Conc. + 2 rds	None	No	PH, 261
☐☐☐☐☐	2	Summon Undead II	Conj	V, S, F	1 full rd	Close	1 or more summoned creatures, no 2 of which may be more than 30' apart	1 full rd	None	No	MoF, 126
☐☐☐☐☐	2	Tasha's Hideous Laughter	Ench.	V, S, M	1 action	Close	1 creature	1d3 rds	Will Neg.	Yes	PH, 263
☐☐☐☐☐	2	Wall of Shadows	Nec.	V, S, M	1 action	Close	1 wall, area up to one 5' sq./lvl	1 min/lvl	None	No	KPG, 192
☐☐☐☐☐	2	Wall of Thought	Conj	V	1 action	Close	1 wall, area up to one 5' sq./lvl	10 min/lvl	None	Yes	KPG, 192
☐☐☐☐☐	2	Web	Conj	V, S, M	1 action	Medium	20' radius spread	10 min/lvl	Ref. Neg.	Yes	PH, 271
☐☐☐☐☐	2	Whispering Wind	Trans.	V, S	1 action	1 mile/lvl	10' radius spread	Until Disc. or no more than 1 hr/lvl	None	No	PH, 272
☐☐☐☐☐	3	Amanuensis	Trans.	V, S, M	1 action	Close	Object or objects with writing	10 min/lvl	Will Neg. (obj.)	Yes	MoF, 77
☐☐☐☐☐	3	Analyze Portal	Div.	V, S, M	1 min	60 ft.	Quarter circle emanating from you to extreme of range	Conc. up to 1 rd/lvl	See text	No	MotP, 33
☐☐☐☐☐	3	Arcane Sight	Div.	V, S	1 action	Personal	You	1 min/lvl	None	No	Tome, 85
☐☐☐☐☐	3	Avoid Planar Effects	Abj.	V	1 action	20 ft.	1 creature/lvl in a 20' radius burst centered on you	1 min/lvl	None	Yes	MotP, 33
☐☐☐☐☐	3	Blacklight	Evoc.	V, S, M	1 action	Close	20' radius	1 rd/lvl (D)	Will Neg.	Yes	FR, 67
☐☐☐☐☐	3	Blazing Star	Evoc.	V, S, M	1 action	Long	40' radius sphere	Inst.	Ref. Neg.	Yes	KPG, 165
☐☐☐☐☐	3	Blindsight	Trans.	V, S	1 action	Touch	Creature touched	1 hr/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 82
☐☐☐☐☐	3	Blink	Trans.	V, S	1 action	Personal	You	1 rd/lvl (D)	None	No	PH, 180
☐☐☐☐☐	3	Chamber	Evoc.	V, S, M	1 action	Close	One ethereal creature	1 rd/lvl	Ref. Neg.	Yes	MotP, 34
☐☐☐☐☐	3	Chromatic Crown	Abj.	V, S, M	1 action	Personal	You	1 rd/lvl	None	No	KPG, 167
☐☐☐☐☐	3	Clairaudience/ Clairvoyance	Div.	V, S, F	1 action	Spcl.	Magical sensor	1 min/lvl (D)	None	No	PH, 184
☐☐☐☐☐	3	Corpse Candle	Conj	S, M	1 action	Close	Ghostly hand and candle	1 min/lvl (D)	None	No	Tome, 86
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Displacement	Ill.	V, M	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	3	Enhance Familiar	Univ.	V, S	1 action	Touch	Your familiar	1 hr/lvl	None	Yes	Tome, 88
☐☐☐☐☐	3	Explosive Runes	Abj.	V, M	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	3	Feign Death	Nec.	V, S	1 action	Touch	One willing, living creature whose level or Hit Dice do not exceed the caster's	1 hr/lvl (D)	None	Yes	Tome, 89
☐☐☐☐☐	3	Fireball	Evoc.	V, S, M	1 action	Long	1d6/lvl, max 10d6	Inst.	Ref. half	Yes	PH, 203
☐☐☐☐☐	3	Flame Arrow	Conj	V, S, M	1 action	Medium	Proj/lvl or bolt/4 lvls	1 rd/Inst.	See text	Yes	PH, 205
☐☐☐☐☐	3	Fly	Trans.	V, S, F	1 action	Touch	Creature touched	10 min/lvl	None	Yes	PH, 206
☐☐☐☐☐	3	Force Sphere	Evoc.	V, S, M	1 action	Personal	You	1 hr/lvl (D)	None	No	KPG, 173
☐☐☐☐☐	3	Gaseous Form	Trans.	S, M	1 action	Touch	Reduct 20/+1, fly 10	2 min/lvl (D)	None	No	PH, 207
☐☐☐☐☐	3	Gentle Repose	Nec.	V, S, M	1 action	Touch	Corpse touched	1 day/lvl	Will Neg.	Yes	PH, 208
☐☐☐☐☐	3	Grounding	Abj.	V, S, M	1 action	0 ft.	50' radius	1 min/lvl	None	No	KPG, 176
☐☐☐☐☐	3	Greater Mage Hand	Trans.	V, S	1 action	Medium	one obj./creature weighing up to 10 lbs. per caster lvl	Conc.	Will Neg.	Yes	MoF, 97
☐☐☐☐☐	3	Greater Magic Weapon	Trans.	V, S, M	1 action	Close	Weapon or 50 proj.	1 hr/lvl	Will Neg.	Yes	PH, 210
☐☐☐☐☐	3	Gust Of Wind	Evoc.	V, S, F	1 action	Medium	10 ft wide, 10 ft high	1 rd	Fort. Neg.	Yes	PH, 212

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	3	Halt Undead	Nec.	V, S, M	1 action	Medium	13 undead	1 rd/lvl	Spcl.	Yes	PH, 212
☐☐☐☐☐	3	Handfang	Nec. [Evil]	V, S	1 action	Touch	Creature touched	1 rd/lvl	Ref. half	No	LoD, 187
☐☐☐☐☐	3	Haste	Trans.	V, S, M	1 action	Close	One creature	1 rd/lvl	Fort. Neg.	Yes	PH, 212
☐☐☐☐☐	3	Healing Touch	Nec.	V, S	1 action	Touch	Creature Touched	Inst.	Will Half	Yes	MoF, 100
☐☐☐☐☐	3	Hold Person	Ench.	V, S, F	1 action	Medium	Med-size or smaller	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	3	Ice Burst	Evoc.	V, S, M	1 action	Medium	30 ft. radius burst	Inst.	Ref. half	Yes	Tome, 91
☐☐☐☐☐	3	Illusory Script	Ill.	V, S, M	Spcl.	Touch	Weight 10 lb	1 day/lvl	Will Neg.	Yes	PH, 216
☐☐☐☐☐	3	Improved Alarm	Abj.	V, S, F	1 action	Close	25' radius emanation centered on a point in space	8 hrs/lvl	None	No	MotP, 35
☐☐☐☐☐	3	Improved Arcane Lock	Abj.	V, S, M	1 rd	Touch	Door, chest, or portal touched, up to 30 sq. ft./lvl in size	Perm.	None	No	LotIF, 46
☐☐☐☐☐	3	Invisibility Sphere	Ill.	V, S, M	1 action	Personal & touch	10 ft radius sphere	10 min/lvl (D)	Will Neg.	Yes	PH, 218
☐☐☐☐☐	3	Keen Edge	Trans.	V, S	1 action	Close	Weapon or 50 proj.	10 min/lvl (D)	Will Neg.	Yes	PH, 219
☐☐☐☐☐	3	Khelben's Suspended Silence	Ill.	V, S, M	1 action	Touch	One Object	Perm. or until Disc.; 6 rds	None (object)	No (object)	MoF, 103
☐☐☐☐☐	3	Leomund's Tiny Hut	Evoc.	V, S, M	1 action	20 ft.	20' radius sphere	2 hrs/lvl (D)	None	No	PH, 220
☐☐☐☐☐	3	Lesser Shadow Tentacle	Abj. [shadow]	S	1 action	Medium	One shadow	Conc. (1 rd/lvl max)	None	No	LoD, 187
☐☐☐☐☐	3	Lightning Bolt	Evoc.	V, S, M	1 action	Medium	5 ft or 10 ft wide	Inst.	Ref. half	Yes	PH, 222
☐☐☐☐☐	3	Magic Circle against Chaos/Evil/Good/Law	Abj.	V, S, M	1 action	Touch	Emanates 10 ft	10 min/lvl	Will Neg.	No	PH, 223
☐☐☐☐☐	3	Major Image	Ill.	V, S, F	1 action	Long	4 10' cubes+1/lvl	Conc. + 3 rds	Will Disb.	No	PH, 225
☐☐☐☐☐	3	Mestil's Acid Breath	Conj	V, S, M	1 action	Close	Cone	Inst.	Ref. half	Yes	MoF, 108
☐☐☐☐☐	3	Negative Energy Burst	Nec.	V, S	1 action	Close	20'. radius burst	Inst.	Will half	Yes	Tome, 93
☐☐☐☐☐	3	Nondetection	Abj.	V, S, M	1 action	Touch	Creature or object	1 hr/lvl	Will Neg.	Yes	PH, 232
☐☐☐☐☐	3	Nybor's Mild Admonishment	Ench.	V, S, F	1 action	Close	One living Creature	1 rd/lvl	Fort. Neg.	Yes	MoF, 111
☐☐☐☐☐	3	Ochre Cloud	Conj	V, S	1 action	Medium	Cloud that spreads 60' radius, 40' high	1 rd/lvl	Fort. Neg.	Yes	KPG, 181
☐☐☐☐☐	3	Phantom Steed	Conj	V, S	10 min	0 ft	AC18, HP 7+1/lvl	1 hr/lvl	None	No	PH, 235
☐☐☐☐☐	3	Protection from Elements	Abj.	V, S	1 action	Touch	Creature touched	10 min/lvl	None	Yes	PH, 240
☐☐☐☐☐	3	Ranged Blindsight	Trans.	V, S, M	1 action	Close	One creature	1 hr/lvl	Will Neg.	Yes	KPG, 183
☐☐☐☐☐	3	Repair Serious Damage	Trans.	V, S	1 action	Touch	Construct touched	Inst.	None	Yes	Tome, 96
☐☐☐☐☐	3	Reverse Arrows	Abj.	V, S, F	1 action	Personal	You	10 min/lvl or until Disc.	None	No	MoF, 114
☐☐☐☐☐	3	Sandstorm	Conj	V, S, M	1 full rd	Medium	Sandstorm spreads 60', 30' high	1 rd/lvl	None	No	KPG, 184
☐☐☐☐☐	3	Scintillating Sphere	Evoc.	V, S, M	1 action	Long	20' radius Spread	Inst.	Ref. Half	Yes	MoF, 115
☐☐☐☐☐	3	Secret Page	Trans.	V, S, M	10 min	Touch	Up to 3 sq ft in size	Perm.	None	No	PH, 248
☐☐☐☐☐	3	Sepia Snake Sigil	Conj	V, S, M	10 min	Touch	Book or written work	Perm. until Disc.	Ref. Neg.	No	PH, 249
☐☐☐☐☐	3	Shadow Cache	Ill.	V, S	1 action	Touch	1 ft. diameter circle	1 min/lvl	None	No	MotP, 39
☐☐☐☐☐	3	Shatterfloor	Evoc.	V, S, F	1 action	Medium	15' radius spread	Inst.	Inst.	Yes	MoF, 116
☐☐☐☐☐	3	Shrink Item	Trans.	V, S	1 action	Touch	Obj up to 2 cu ft/lvl	1 day/lvl	Will Neg.	Yes	PH, 252
☐☐☐☐☐	3	Sleet Storm	Conj	V, S, M	1 action	Long	40 ft, 20 ft high	1 rd/lvl	Ref. Part.	No	PH, 253
☐☐☐☐☐	3	Slow	Trans.	V, S, M	1 action	Close	1 creature/lvl, 30 ft apart	1 rd/lvl	Will Neg.	Yes	PH, 253
☐☐☐☐☐	3	Slow Death	Nec.	V, S	1 action	Personal	20ft. radius	Conc.	None	Yes	KPG, 186
☐☐☐☐☐	3	Spectral Assassin	Ill.	V, S	1 action	Medium	One living creature	Inst.	Will Disb.	Yes	KPG, 186
☐☐☐☐☐	3	Spider Poison	Nec.	V, S, M	1 action	Touch	creature touched	Inst.	Fort. Neg.	Yes	MoF, 123
☐☐☐☐☐	3	Steeldance	Evoc.	V, S, F	1 action	Touch	Two daggers	1 rd/lvl	None	No	MoF, 123
☐☐☐☐☐	3	Stinking Cloud	Conj	V, S, M	1 action	Medium	30ft radius, 20 ft high	1 rd/lvl	Fort. Neg.	Yes	PH, 257
☐☐☐☐☐	3	Suggestion	Ench.	V, M	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 257
☐☐☐☐☐	3	Summon Monster III	Conj	V, S, F	1 full rd	Close	1 or 1:1d4+1, 2:1d3	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	3	Summon Undead III	Conj	V, S, F	1 full rd	Close	1 or more summoned creatures, no 2 of which may be more than 30' apart	1 full rd	None	No	MoF, 126
☐☐☐☐☐	3	Taint of Evil	Nec.	V, S, F	1 action	Medium	One creature	1 min/lvl	Fort. Neg.	Yes	KPG, 189
☐☐☐☐☐	3	Tongues	Div.	V, M	1 action	Touch	Creature touched	10 min/lvl	None	No	PH, 265
☐☐☐☐☐	3	Undead Lieutenant	Nec.	V, S	1 action	Close	One undead	1 min/lvl	Will Neg (harmless)	Yes (harmless)	MoF, 129
☐☐☐☐☐	3	Undead Torch	Nec.	V, S, M	1 action	Close	One corporeal undead	1 rd/lvl	Will Neg. (harmless)	Yes (harmless)	MoF, 129
☐☐☐☐☐	3	Vampiric Touch	Nec.	V, S	1 action	Touch	1d6/2 lvls, max 10d6	Inst.	None	Yes	PH, 268
☐☐☐☐☐	3	Water Breathing	Trans.	V, S, DF	1 action	Touch	Living creatures touched	2 hrs/lvl	Will Neg.	Yes	PH, 271
☐☐☐☐☐	3	Weapon of Impact	Trans.	V, S	1 action	Close	1 weapon or 50 blunt projectiles, all must be in contact at time of casting	10 min/lvl (harmless, obj.)	Will Neg. (harmless, obj.)	Yes	MoF, 134
☐☐☐☐☐	3	Wind Wall	Evoc.	V, S, M/DF	1 action	Medium	10/lvl long,5/lvl high	1 rd/lvl	None	Yes	PH, 273
☐☐☐☐☐	4	Acid Orb	Evoc.	V, S	1 action	Close	1 or more creatures/obj., no 2 of which can be more than 30' apart	Inst.	Fort. half	Yes	Tome, 85
☐☐☐☐☐	4	Arcane Eye	Div.	V, S, M	10 min	Unlimited	30 ft/rnd or 10 ft/rnd	1 min/lvl	None	No	PH, 175
☐☐☐☐☐	4	Attune Form	Trans.	V, S, M/DF	1 action	Touch	One or more living creatures touched	2 hrs/lvl	None	No	MotP, 33
☐☐☐☐☐	4	Backlash	Trans.	V, S	1 action	Touch	Creature touched	Perm. or until Disc.	Will Neg.	Yes	MoF, 79
☐☐☐☐☐	4	Bestow Curse	Trans.	V, S	1 action	Touch	Creature touched	Perm.	Will Neg.	Yes	PH, 178
☐☐☐☐☐	4	Blinding Beauty	Evoc.	V, S, M	1 action	Close	One creature	1 min/lvl	Will Neg.	Yes	KPG, 165
☐☐☐☐☐	4	Charm Monster	Ench.	V, S	1 action	Close	One living creature	1 hr/lvl	Will Neg.	Yes	PH, 183
☐☐☐☐☐	4	Cold Orb	Evoc.	V, S	1 action	Close	1 or more creatures/objects, no 2 of which can be more than 30' apart	Inst.	Fort. half	Yes	Tome, 86
☐☐☐☐☐	4	Confusion	Ench.	V, S, M	1 action	Medium	All creatures 15' radius	1 rd/lvl	Will Neg.	Yes	PH, 186
☐☐☐☐☐	4	Contagion	Nec.	V, S	1 action	Touch	Living creature	Inst.	Fort. Neg.	Yes	PH, 187
☐☐☐☐☐	4	Darsson's Potion	Trans.	V, S	1 full rd	Touch	Flask of Water touched	1 hr/lvl	Will Neg. (object)	Yes (object)	MoF, 87
☐☐☐☐☐	4	Detect Scrying	Div.	V, S, M	1 action	120 ft.	120' radius emanation	24 hrs	None	No	PH, 193
☐☐☐☐☐	4	Dimension Door	Trans.	V	1 action	Long	50 lb/lvl	Inst.	Spcl.	Spcl.	PH, 195
☐☐☐☐☐	4	Dimensional Anchor	Abj.	V, S	1 action	Medium	Ray	1 min/lvl	None	Yes	PH, 195
☐☐☐☐☐	4	Electric Orb	Evoc.	V, S	1 action	Close	1 or more creatures/objects, no 2 of which can be more than 30' apart	Inst.	Fort. half	Yes	Tome, 87
☐☐☐☐☐	4	Emotion	Ench.	V, S	1 action	Medium	All creatures 15' radius	Conc.	Will Neg.	Yes	PH, 199
☐☐☐☐☐	4	Enervation	Nec.	V, S	1 action	Medium	Negative energy ray	Inst.	None	Yes	PH, 199
☐☐☐☐☐	4	Ethereal Lock	Abj.	V, S, M	1 action	Close	20ft. radius sphere	1 rd/lvl	Fort. Neg.	Yes	KPG, 171

MEMORIZED	SPELL LEVEL	SPELL NAME	TYPE	COMPONENTS	CASTING TIME	RANGE	TARGET/EFFECT	DURATION	SAVING THROW	SR	SOURCE
☐☐☐☐☐	4	Ethereal Mount	Conj	V, S	10 min	0 ft.	1 quasi-real mount, plus 1 additional mount/2 lvls	1 hr/lvl	None	No	MotP, 35
☐☐☐☐☐	4	Evard's Black Tentacles	Conj	V, S, M	1 action	Medium	Str 19, att +1/lvl	1 hr/lvl	None	No	PH, 201
☐☐☐☐☐	4	Explosive Cascade	Evoc.	V, S, M	1 action	Close	One 5'square/lvl, all must be connected in one continuous path	Inst.	Ref. half	Yes	MoF, 93
☐☐☐☐☐	4	Fear	Nec.	V, S, M	1 action	Close	Cone, -2 morale	1 rd/lvl	Will Neg.	Yes	PH, 203
☐☐☐☐☐	4	Fetching Carpet	Trans.	V, S, F	1 full rd	1 carpet up to 4'x6'	Carpet travels up to 5 miles each way	Up to 1 hr/lvl	None	No	KPG, 173
☐☐☐☐☐	4	Fire Orb	Evoc.	V, S	1 action	Close	1 or more creatures/obj., no 2 of which can be more than 30' apart	Inst.	Fort. half	Yes	Tome, 89
☐☐☐☐☐	4	Fire Shield	Evoc.	V, S, M	1 action	Personal	Dmg 1d6+1/lvl	1 rd/lvl (D)	None	No	PH, 205
☐☐☐☐☐	4	Fire Trap	Abj.	V, S, M	10 min	Touch	Object touched	Perm. until Disc.	Ref. half	Yes	PH, 205
☐☐☐☐☐	4	Fortify Familiar	Univ.	V, S	1 action	Touch	Your familiar	1 hr/lvl	None	Yes	Tome, 89
☐☐☐☐☐	4	Gateway to Immortality (aka Cluo's Closet)	Trans.	V, M	2 rds	60 yards	4 ft. by 4 ft. by 8 ft. cube	Perm.	None	No	KPG, 173
☐☐☐☐☐	4	Ghorus Toth's Metal Melt	Trans.	V, S, M	1 action	Close	You	1 day/lvl	None	No	MoF, 96
☐☐☐☐☐	4	Gold Lust	Ench.	V, S, M	1 action	Close	One person	10 min/lvl	Will Neg.	Yes	KPG, 174
☐☐☐☐☐	4	Gutsnake	Trans.	V, S, F	1 action	Personal	One magical snake-like tentacle	1 rd/lvl (D)	None	No	MoF, 98
☐☐☐☐☐	4	Hallucinatory Terrain	Ill.	V, S, M	10 min	Long	One 30' cube/lvl	2 hrs/lvl	Will Disb.	No	PH, 212
☐☐☐☐☐	4	Ice Storm	Evoc.	V, S, DF	1 action	Long	20ft radius, 3d6+2d6	Inst.	None	Yes	PH, 216
☐☐☐☐☐	4	Illusory Wall	Ill.	V, S	1 action	Close	1 x 10 x 10 ft	Perm.	Will Disb.	No	PH, 216
☐☐☐☐☐	4	Improved Invisibility	Ill.	V, S	1 action	Personal & touch	You or creature touched	1 min/lvl (D)	Will Neg.	No	PH, 217
☐☐☐☐☐	4	Improved Portal Alarm	Abj.	V, S, F	1 action	Close	One interplanar gate	8 hrs/lvl	None	No	MotP, 35
☐☐☐☐☐	4	Iron Bones	Trans.	V, S, F	1 action	Touch	Corporeal undead creature touched	10 min/lvl	Will Neg.	Yes	MoF, 102
☐☐☐☐☐	4	Leomund's Secure Shelter	Conj	V, S, M	10 min	Close	20 ft sq structure	2 hrs/lvl (D)	None	No	PH, 220
☐☐☐☐☐	4	Lesser Geas	Ench.	V	1 action	Close	Creature up to 7 HD	1 day/lvl or 'til Disc.	Will Neg.	Yes	PH, 221
☐☐☐☐☐	4	Locate Creature	Div.	V, S, M	1 action	Long	Circle 400 ft + 40/lvl	10 min/lvl	None	No	PH, 223
☐☐☐☐☐	4	Mass Darkvision	Trans.	V, S, M	1 action	10 ft.	All creatures in a 10' radius sphere and you at time of casting	1 hr/lvl	None	Yes	Tome, 93
☐☐☐☐☐	4	Mass Resist Elements	Abj.	V, S, DF	1 action	Touch	1 creature/lvl, no 2 of which can be more than 30' apart	1 min/lvl	None	Yes	Tome, 93
☐☐☐☐☐	4	Minor Creation	Conj	V, S, M	1 min	0 ft	Object, 1 cu ft/lvl	1 hr/lvl	None	No	PH, 228
☐☐☐☐☐	4	Minor Globe of Invulnerability	Abj.	V, S, M	1 action	10 ft.	10ft radius spherical	1 rd/lvl	None	No	PH, 228
☐☐☐☐☐	4	Negative Energy Wave	Nec.	V, S	1 action	50 ft.	50' radius burst, centered on you	Inst.	Will Neg.	Yes	Tome, 94
☐☐☐☐☐	4	Otiluke's Resilient Sphere	Evoc.	V, S, M	1 action	Close	1ft diam/lvl sphere	1 min/lvl	Ref. Neg.	Yes	PH, 233
☐☐☐☐☐	4	Otiluke's Dispelling Screen	Abj.	V, S, M	1 action	Close	Wall, area up to one 10' sq./lvl or sphere/ hemisphere w/radius up to 1 ft./lvl	1 min/lvl (D)	None	No	Tome, 94
☐☐☐☐☐	4	Phantasmal Killer	Ill.	V, S	1 action	Medium	One living creature	Inst.	Will Disb.	Yes	PH, 235
☐☐☐☐☐	4	Polymorph Other	Trans.	V, S, M	1 action	Medium	One Creature	Perm.	Fort. Neg.	Yes	Tome, 94; PH, 236
☐☐☐☐☐	4	Polymorph Self	Trans.	V	1 action	Personal	You	1 hr/lvl (D)	Fort. Neg.	Yes	Tome, 95 PH, 237
☐☐☐☐☐	4	Rainbow Pattern	Ill.	(V), S, MF	1 action	Medium	15' radius sphere	Conc. +1 rd/lvl (D)	Will Neg.	Yes	PH, 241
☐☐☐☐☐	4	Rary's Mnemonic Enhancer	Trans.	V, S, M, F	10 min	Personal	3 lvls / spell just cast	Inst.	None	No	PH, 242
☐☐☐☐☐	4	Remove Curse	Abj.	V, S	1 action	Touch	Creature or item touched	Inst.	Will Neg.	Yes	PH, 244
☐☐☐☐☐	4	Repair Critical Damage	Trans.	V, S	1 action	Touch	Construct Touched	Inst.	None	Yes	Tome, 95
☐☐☐☐☐	4	Sarmar's Coin Beacon	Div.	V, S, M/DF	1 full rd	Touch	One metal object	2 hrs/lvl	None	No	KPG, 184
☐☐☐☐☐	4	Scramble Portal	Trans.	V, S, M	1 action	Close	One interplanar portal	1 rd/lvl	None, Will Neg.	No	MotP, 39
☐☐☐☐☐	4	Scrying	Div.	V, S, M, F	1 hr	Spcl.	Magical sensor	1 min/lvl	None	No	PH, 247
☐☐☐☐☐	4	Shadow Conj	Ill.	V, S	1 action	Spcl.	Spcl.	Spcl.	Spcl.	No	PH, 249
☐☐☐☐☐	4	Shadow Plate	Ill.	V, S, F	1 action	Touch	Human, demihuman or humanoid touched	See text	Will Neg.	Yes	KPG, 185
☐☐☐☐☐	4	Shadow Well	Ill.	V, S	1 action	Close	One Creature	1 rd/lvl	Will Neg.	Yes	MoF, 116
☐☐☐☐☐	4	Shadowskin	Nec.	V, S, M	1 action	Medium	One creature	1 hr/lvl	Fort. Neg.	No	KPG, 186
☐☐☐☐☐	4	Shathy's Pestilence	Nec.	V, S	1 action	Medium	Gust of wind 10' wide, 10' high, emanating out from you to extreme of range	1 rd	Fort. Part.	Yes	KPG, 185
☐☐☐☐☐	4	Shout	Evoc.	V	1 action	Close	Cone, 2d6 rnds deaf	Inst.	Fort. Part.	Yes	PH, 252
☐☐☐☐☐	4	Solid Fog	Conj	V, S, M	1 action	Medium	Fog 30ft radius, 20 high	10 min/lvl	None	No	PH, 253
☐☐☐☐☐	4	Sonic Orb	Evoc.	V, S	1 action	Close	1 or more creatures/obj., no 2 of which can be more than 30' apart	Inst.	Fort. half	Yes	Tome, 96
☐☐☐☐☐	4	Spell Enhancer	Trans.	V	See Text	Personal	one of your spells	1 rd	None	No	MoF, 121
☐☐☐☐☐	4	Stoneskin	Abj.	V, S, M	1 action	Touch	Takes 10/lvl, max 150	10 min/lvl	Will Neg.	Yes	PH, 257
☐☐☐☐☐	4	Summon Monster IV	Conj	V, S, F	1 action	Close	4:1,3:1d3,2-1:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	4	Summon Undead IV	Conj	V, S, F	1 full rd	Close	1 or more summoned creatures, no 2 of which may be more than 30' apart	1 full rd	None	No	MoF, 126
☐☐☐☐☐	4	Tirumael's Energy Spheres	Evoc.	V, S, M	1 action	Close	5 floating spheres	1 rd/lvl	Ref. half	Yes	MoF, 127
☐☐☐☐☐	4	Veshemo Wanes	Abj.	V, S, F/DF	1 action	Medium	All lycanthropes within a 30' radius sphere	Inst.	Will Neg.	Yes	KPG, 191
☐☐☐☐☐	4	Wall of Chaos	Abj.	V, S, M, DF	1 action	Close	Wall, area up to one 10' sq. or hemisphere w/radius up to 5'/2 casting lvls	10 min/lvl	None	Yes	MoF, 131
☐☐☐☐☐	4	Wall of Evil	Abj.	V, S, M, DF	1 action	Close	Wall, area up to one 10' sq. or hemisphere w/radius up to 5'/2 casting lvls	10 min/lvl	None	Yes	MoF, 131
☐☐☐☐☐	4	Wall of Fire	Evoc.	V, S, DF	1 action	Medium	20 ft/lvl or 5 ft/2 lvls	Conc. + 1 rd/lvl	Spcl.	Yes	PH, 269
☐☐☐☐☐	4	Wall of Fungus	Conj	V, S	1 action	Close	Wall, area up to one 10ft. sq./lvl	10 min/lvl	None	No	KPG, 191
☐☐☐☐☐	4	Wall of Good	Abj.	V, S, M, DF	1 action	Close	Wall, area up to one 10' sq. or hemisphere w/radius up to 5'/2 casting lvls	10 min/lvl	None	Yes	MoF, 131
☐☐☐☐☐	4	Wall of Ice	Evoc.	V, S, M	1 action	Medium	10 ft sq/lvl or 3+1/lvl	1 min/lvl	Spcl.	Yes	PH, 270
☐☐☐☐☐	4	Wall of Law	Abj.	V, S, M, DF	1 action	Close	Wall, area up to one 10' sq. or hemisphere w/radius up to 5'/2 casting lvls	10 min/lvl	None	Yes	MoF, 132

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	4	Wall of Souls	Nec.	V, S, M	1 action	Close	One wall whose area is up to one 5' sq./lvl	1 min/lvl	None	Yes	KPG, 192
☐☐☐☐☐	4	Wave in Motion	Trans.	V, S, M	1 action	Personal	You	1 hr/lvl	None	No	KPG, 193
☐☐☐☐☐	4	Zone of Respite	Abj.	V, S, M	2 rds	Medium	30 ft. cube/lvl	10 min/lvl	None	No	MotP, 40
☐☐☐☐☐	4	Zone of Revelation	Div.	V, S, DF/M	1 action	Close	5 ft. radius/lvl emanation	1 min/lvl	None	Yes	MotP, 40
☐☐☐☐☐	5	Animal Growth	Trans.	V, S	1 action	Medium	1 animal/2 lvls	1 min/lvl	None	Yes	PH, 173
☐☐☐☐☐	5	Animate Dead	Nec.	V, S, M	1 action	Touch	HD/lvl	Inst.	None	No	PH, 174
☐☐☐☐☐	5	Area of Night	Evoc.	V, S	1 action	Touch	Object touched	10 min/lvl	None	No	KPG, 164
☐☐☐☐☐	5	Ball Lightning	Evoc.	V, S, M	1 action	Medium	One or more balls of lightning, up to 1/lvl	1 rd/lvl	Ref. half	Yes	MoF, 80
☐☐☐☐☐	5	Bigby's Interposing Hand	Evoc.	V, S, F	1 action	Medium	AC 20, HP as caster	1 rd/lvl	None	Yes	PH, 178
☐☐☐☐☐	5	Cloak of the Sea	Trans.	V, S, DF	1 action	Touch	Creature touched that is in contact w/order	1 hr/lvl (D)	Will Neg.	Yes	MotW, 85
☐☐☐☐☐	5	Cloudkill	Conj	V, S	1 action	Medium	30 ft wide, dmg 1d10	1 min/lvl	Spcl.	Yes	PH, 185
☐☐☐☐☐	5	Cloudsleep	Conj	V, S	1 action	Medium	Cloud spreads 30'x20'	1 min/lvl	See text	Yes	KPG, 167
☐☐☐☐☐	5	Cone of Cold	Evoc.	V, S, M	1 action	Close	Cone, dmg 1d6/lvl	Inst.	Ref. half	Yes	PH, 186
☐☐☐☐☐	5	Contact Other Plane	Div.	V	10 min	Personal	You	Conc.	None	No	PH, 187
☐☐☐☐☐	5	Curse Contagion	Trans.	V, S	1 action	Medium	20ft. radius sphere	1 min/lvl	None	Yes	KPG, 168
☐☐☐☐☐	5	Dimensional Lock	Abj.	V, S	1 action	Medium	15' radius emanation centered on a point in space	1 day/lvl	None	Yes	Tome, 87 MoF, 89
☐☐☐☐☐	5	Dismissal	Abj.	V, S, F	1 action	Close	Extraplanar creature	Inst.	Will Neg.	Yes	PH, 196
☐☐☐☐☐	5	Dominate Person	Ench.	V, S	1 action	Medium	Medium or smaller	1 day/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	5	Dream	Ill.	V, S	1 min	Unlimited	Living creature touched	Spcl.	None	Yes	PH, 198
☐☐☐☐☐	5	Energy Buffer	Abj.	V, S	1 action	Touch	You	24 hrs or until Disc.	None	No	Tome, 87
☐☐☐☐☐	5	Fabricate	Trans.	V, S, M	Spcl.	Close	Up to 10 cu ft/lvl	Inst.	None	No	PH, 202
☐☐☐☐☐	5	False Vision	Ill.	V, S, M	1 action	Close	25 ft + 5 ft/2 lvls	1 min/lvl	None	No	PH, 202
☐☐☐☐☐	5	Feeblemind	Ench.	V, S, M	1 action	Medium	One creature's Int to 1	Inst.	Will Neg.	Yes	PH, 203
☐☐☐☐☐	5	Firebrand	Evoc.	V, S, M	1 action	Medium	One 5' radius burst/lvl (S)	Inst.	Ref. half	Yes	MoF, 94
☐☐☐☐☐	5	Ghostform	Trans.	V, S	1 action	Personal	You	1 min/lvl	None	No	Tome, 90
☐☐☐☐☐	5	Greater Shadow Conj	Ill.	V, S	1 action	Spcl.	Spcl.	Spcl.	Spcl.	No	PH, 211
☐☐☐☐☐	5	Greater Shadow Tentacle	Abj.	S	1 action	Medium	One shadow	1 rd/lvl or Conc.	None	No	LoD, 186
☐☐☐☐☐	5	Hold Monster	Ench.	V, S, M	1 action	Medium	One living creature	1 rd/lvl (D)	Will Neg.	Yes	PH, 214
☐☐☐☐☐	5	Horizikaul's Versatile Vibration	Evoc.	V, S, F	1 action	Close	Cone	Conc., up to 1 rd/lvl	Ref. half	Yes	MoF, 101
☐☐☐☐☐	5	Kiss of the Vampire	Nec.	V, S, M	1 action	Personal	You	1 rd/lvl	None	No	MoF, 103
☐☐☐☐☐	5	Leomund's Secret Chest	Conj	V, S, F	10 min	See text	One chest and up to 1 cu. ft. of goods/lvl	60 days or 'til Disc.	None	No	PH, 220
☐☐☐☐☐	5	Lesser Planar Binding	Conj	V, S	10 min	Close	Up to 8 HD	Inst.	Will Neg.	Yes	PH, 221
☐☐☐☐☐	5	Lutzaen's Frequent Jaunt	Trans.	V	1 action	Close	You and touched obj.(s) or other touched willing creatures weighing up to 50 lb./lvl	1 rd/2 lvls	None & Will Neg.	No and Yes	MoF, 106
☐☐☐☐☐	5	Magic Jar	Nec.	V, S, F	1 action	Medium	One creature	1 hr/lvl	Will Neg.	Yes	PH, 224
☐☐☐☐☐	5	Major Creation	Conj	V, S, M	10 min	Close	Stone, crystal etc.	Spcl.	None	No	PH, 225
☐☐☐☐☐	5	Mass Fly	Trans.	V, S, F	1 action	Touch	1 creature/lvl, no 2 of which can be more than 30' apart	10 min/lvl	None	Yes	Tome, 93
☐☐☐☐☐	5	Mestil's Acid Sheath	Conj	V, S, M, F	1 action	Close	You	1 rd/lvl (D)	None	No	MoF, 108
☐☐☐☐☐	5	Mind Fog	Ench.	V, S	1 action	Medium	Fills 20' cube	30 min + 2d6 rds	Will Neg.	Yes	PH, 228
☐☐☐☐☐	5	Mirage Arcana	Ill.	V, S	1 action	Long	20' cube/lvl	Conc. +1 hr/lvl (D)	Will Disb.	No	PH, 229
☐☐☐☐☐	5	Mordenkainen's Private Sanctum	Abj.	V, S, M	10 min	Close	30'. cube/lvl (S)	24 hrs	None	No	Tome, 93
☐☐☐☐☐	5	Mordernkainen's Faithful Hound	Conj	V, S, M	1 action	Close	30 ft bark, 5 ft attack	1 hr/lvl or 1 rd/lvl	None	No	PH, 230
☐☐☐☐☐	5	Night Fighter	Trans.	V, S, M	1 action	Medium	Up to one creature/lvl	1 rd/lvl	Fort. Neg.	Yes	KPG, 181
☐☐☐☐☐	5	Nightmare	Ill.	V, S	10 min	Unlimited	Tired, 1d10 damage	Inst.	Will Neg.	Yes	PH, 232
☐☐☐☐☐	5	Off the Mirror	Trans.	V, S, F	1 action	Close	One creature	1 rd/lvl	Fort. Neg.	Yes	KPG, 182
☐☐☐☐☐	5	Passwall	Trans.	V, S, M	1 action	Close	5 x 8 ft, 1 ft/lvl deep	1 hr/lvl (D)	None	No	PH, 234
☐☐☐☐☐	5	Permanency	Univ.	V, S, XP	2 rds	Spcl.	Spcl.	Spcl.	None	No	PH, 234
☐☐☐☐☐	5	Persistent Image	Ill.	V, S, F	1 action	Long	4 10' cubes + 1/lvl	1 min/lvl (D)	Will Disb.	No	PH, 235
☐☐☐☐☐	5	Prying Eyes	Div.	V, S, M	1 min	1 mile	1d4 eyes + 1/lvl	1 hr/lvl	None	No	PH, 240
☐☐☐☐☐	5	Rary's Telepathic Bond	Div.	V, S, M	1 action	Close	1 creature/3 lvls	10 min/lvl	None	No	PH, 242
☐☐☐☐☐	5	Seeming	Ill.	V, S	1 action	Close	1 person/2 lvls	12 hrs	Spcl.	Spcl.	PH, 248
☐☐☐☐☐	5	Sending	Evoc.	V, S, DF	10 min	Spcl.	One creature	1 rd	None	No	PH, 248
☐☐☐☐☐	5	Shadow Evoc.	Ill.	V, S	1 action	Spcl.	Spcl.	Spcl.	Will Disb.	Yes	PH, 250
☐☐☐☐☐	5	Shadow Hand	Ill.	V, S	1 action	Close	5' Hand	1 rd/lvl(D)	None	Yes	MoF, 115
☐☐☐☐☐	5	Shadowfade	Ill.	V, S	1 action	Personal & touch	You & up to 1 touched creature/lvl	1 min/lvl	Will Neg.	Yes	MotP, 40
☐☐☐☐☐	5	Shock Wave	Evoc.	V, S, F	1 action	Close	Cone	Inst.	Ref. half	Yes	KPG, 185
☐☐☐☐☐	5	Simbul's Spell Matrix	Trans.	V, S, F	1 action	Personal	Up to four of your spells	10 min/lvl	None	No	MoF, 118
☐☐☐☐☐	5	Spell Magnet	Abj.	V, S, M	1 action	Close	One creature	1 rd/lvl	Will Neg.	Yes	KPG, 186
☐☐☐☐☐	5	Spirit Wall	Nec.	V, S, M	1 action	0	Wall, area up to one 10' sq./lvl or sphere/hemisphere w/radius up to 1 ft./lvl	1 min/lvl (D)	None	No	Tome, 96
☐☐☐☐☐	5	Stone Shape	Trans.	V, S, DF	1 action	Touch	10 cu ft + 1 cu ft/lvl	Inst.	None	No	PH, 257
☐☐☐☐☐	5	Summon Monster V	Conj	V, S, F	1 action	Close	5:1 4:1d3 1-3:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	5	Summon Undead V	Conj	V, S, F	1 full rd	Close	1 or more summoned creatures, no 2 of which may be more than 30' apart	1 full rd	None	No	MoF, 126
☐☐☐☐☐	5	Telekinesis	Trans.	V, S	1 action	Long	Spcl.	Conc. or Inst.	Will Neg.	Yes	PH, 264
☐☐☐☐☐	5	Teleport	Trans.	V	1 action	Personal & touch	Weight up to 50 lb/lvl	Inst.	Spcl.	Spcl.	PH, 264
☐☐☐☐☐	5	Third Eye	Trans.	V, S, M	1 action	Personal	Creates a third eye	1 hr/lvl	None	No	KPG, 189
☐☐☐☐☐	5	Transmute Mud to Rock	Trans.	V, S, DF	1 action	Medium	2 10ft cubes/lvl	Perm.	Spcl.	No	PH, 266
☐☐☐☐☐	5	Transmute Rock to Mud	Trans.	V, S, DF	1 action	Medium	2 10ft cubes/lvl	Perm.	Spcl.	No	PH, 266
☐☐☐☐☐	5	Wall of Force	Evoc.	V, S, M	1 action	Close	10ftsq/lv / 1ftrad/lv	1 min/lvl (D)	None	No	PH, 269
☐☐☐☐☐	5	Wall of Iron	Conj	V, S, M	1 action	Medium	Area up to 5ft sq/lvl	Inst.	Spcl.	No	PH, 270
☐☐☐☐☐	5	Wall of Stone	Conj	V, S, DF	1 action	Medium	Area up to 5' sq/lvl	Inst.	Spcl.	No	PH, 270
☐☐☐☐☐	5	Xorn Movement	Trans.	V, S, F	1 action	Touch	Creature touched	1 rd/lvl	Will Neg.	Yes	MotP, 40
☐☐☐☐☐	6	Acid Fog	Conj	V, S, M	1 action	Medium	Spreads 30 ft, 20 high	1 rd/lvl	None	Yes	PH, 172
☐☐☐☐☐	6	Acid Storm	Evoc.	V, S, M	1 action	Medium	Cylinder (20' radius, 20' high	Inst.	Ref. half	Yes	MoF, 76
☐☐☐☐☐	6	Analyze Dweomer	Div.	V, S, F	8 hrs	Close	One obj or creature	1 rd/lvl (D)	Spcl.	No	PH, 172
☐☐☐☐☐	6	Antimagic Field	Abj.	V, S, DF	1 action	10 ft.	10' radius emanation	10 min/lvl (D)	None	Spcl.	PH, 175

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	6	Bigby's Forceful Hand	Evoc.	V, S, F	1 action	Medium	Bull rush, Str chk+14	1 rd/lvl (D)	None	Yes	PH, 178
☐☐☐☐☐	6	Cacophonic Shield	Evoc.	V, S	1 action	10 ft.	10' radius emanation centered on you	1 min/lvl	Fort. Part.	Yes	MoF, 83
☐☐☐☐☐	6	Chain Lightning	Evoc.	V, S, F	1 action	Long	Primary,secondary/lvl	Inst.	Ref. half	Yes	PH, 182
☐☐☐☐☐	6	Circle of Death	Nec.	V, S, M	1 action	Medium	50' radius burst	Inst.	Fort. Neg.	Yes	PH, 184
☐☐☐☐☐	6	Contingency	Evoc.	V, S, M, F	Spcl.	Personal	You	1 day/lvl or 'til Disc.	None	No	PH, 187
☐☐☐☐☐	6	Control Water	Trans.	V, S, M	1 action	Long	10 x 10 x 2 ft /lvl	10 min/lvl (D)	None	No	PH, 188
☐☐☐☐☐	6	Control Weather	Trans.	V, S	10 min	2 miles	2-mile-radius circle	4d12 hrs	None	No	PH, 188
☐☐☐☐☐	6	Cubehop	Trans.	V, M	1 action	Personal	You plus 1 creature/lvl, no 2 of which can be more than 30' apart	Inst.	None & Will Neg.	No & Yes	LotIF, 46
☐☐☐☐☐	6	Dhulark's Glasstrike	Trans.	V, S, F	1 action	Close	1 creature or 4 cu. ft. of material	1 hr/lvl	Fort. Neg.	Yes	MoF, 89
☐☐☐☐☐	6	Disintegrate	Trans.	V, S, M	1 action	Medium	Ray, 10 ft cube	Inst.	Fort. Part.	Yes	PH, 195
☐☐☐☐☐	6	Dust Storm	Conj	V, S, M (DV)	1 action	Long	Cloud 100' wide & 40' high	1 min/lvl	See text	Yes	KPG, 171
☐☐☐☐☐	6	Energy Transformation Shield	Trans.	V, S, M, XP	4 rds	Close	40' radius	Perm.	None	Yes	MoF, 92
☐☐☐☐☐	6	Eyebite	Trans.	V, S	1 action	Close	You	1 rd/3 lvls	Spcl.	Yes	PH, 202
☐☐☐☐☐	6	Fiendform	Trans.	V, M	1 action	Personal	You	1 min/lvl	None	No	MoF, 93
☐☐☐☐☐	6	Fire Spiders	Conj	V, S, M	1 action	Close	240 fiery spiders cover 20' radius	1 rd/lvl	Ref. half	Yes	MoF, 94
☐☐☐☐☐	6	Flesh to Stone	Trans.	V, S, M	1 action	Medium	1 creature	Inst.	Fort. Neg.	Yes	PH, 206
☐☐☐☐☐	6	Geas / Quest	Ench.	V	1 action	Close	One living creature	1 day/lvl or 'til Disc.	None	Yes	PH, 208
☐☐☐☐☐	6	Globe of Invulnerability	Abj.	V, S, M	1 action	10 ft.	10' radius sphere	1 rd/lvl	None	No	PH, 209
☐☐☐☐☐	6	Greater Dispelling	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 210
☐☐☐☐☐	6	Greater Shadow Evoc.	Ill.	V, S	1 action	Spcl.	Spcl.	Spcl.	Will Disb.	Yes	PH, 211
☐☐☐☐☐	6	Guards and Wards	Abj.	V, S, M, F	30 min	Spcl.	Up to 200 sq ft/lvl	2 hrs/lvl	None	Spcl.	PH, 211
☐☐☐☐☐	6	Hardening	Trans.	V, S	1 action	Touch	1 item – volume no greater than 10 cu.ft./lvl	Perm.	None	Yes (obj.)	MoF, 99
☐☐☐☐☐	6	Imbue Familiar with Spell Ability	Univ.	V, S	1 action	Touch	Your familiar	1 hr/lvl	Will Neg.	Yes	Tome, 91
☐☐☐☐☐	6	Legend Lore	Div.	V, S, M, F	Spcl.	Personal	You	Spcl.	None	No	PH, 219
☐☐☐☐☐	6	Lifesap	Nec.	V, S, M	1 action	0	10ft. radius	1 rd/lvl	Fort. Neg.	Yes	KPG,
☐☐☐☐☐	6	Make Manifest	Trans.	V, S	1 action	Close	One creature	1 rd/lvl	Will Neg.	Yes	MotP, 36
☐☐☐☐☐	6	Mass Haste	Trans.	V, S, M	1 action	Close	Creature/lvl, 30 ft apart	1 rd/lvl	Fort. Neg.	Yes	PH, 226
☐☐☐☐☐	6	Mass Suggestion	Ench.	V, M	1 action	Medium	Creature/lvl, 30 ft apart	1 hr/lvl	Will Neg.	Yes	PH, 226
☐☐☐☐☐	6	Mislead	Ill.	S	1 action	Close	You / illusory double	1 rd/lvl	Will Disb.	No	PH, 230
☐☐☐☐☐	6	Mordenkainen's Lucubration	Trans.	V, S	1 action	Personal	You	Inst.	None	No	PH, 231
☐☐☐☐☐	6	Move Earth	Trans.	V, S, M	Spcl.	Long	750 ft sq, 10 ft deep	Inst.	None	No	PH, 231
☐☐☐☐☐	6	Otiluke's Freezing Sphere	Evoc.	V, S, F	1 action	Spcl.	Spcl.	Spcl.	Spcl.	Yes	PH, 233
☐☐☐☐☐	6	Permanent Image	Ill.	V, S, M	1 action	Long	20' + 10' cube/lvl	Perm. (D)	Will Disb.	No	PH, 235
☐☐☐☐☐	6	Planar Binding	Conj	V, S, M	10 min	Close	Up to 16 HD	Inst.	Will Neg.	Yes	PH, 235
☐☐☐☐☐	6	Prismatic Eye	Evoc.	V, S, F	1 action	Long	Magic eye	1 rd/lvl	See text	Yes	MoF, 112
☐☐☐☐☐	6	Probe Thoughts	Div.	V, S	1 min	Close	One living creature	Conc.	Fort. Neg.	Yes	DotF, 88; KPG, 183
☐☐☐☐☐	6	Programmed Image	Ill.	V, S, M	1 action	Long	20' + 10' cube/lvl	Perm. or until triggered	Will Disb.	No	PH, 239
☐☐☐☐☐	6	Project Image	Ill.	V, S, M	1 action	Medium	Shadow duplicate	1 rd/lvl (D)	Will Disb.	No	PH, 239
☐☐☐☐☐	6	Repulsion	Abj.	V, S, F	1 action	10 ft./lvl	10' radius/lvl	1 rd/lvl (D)	Will Neg.	Yes	PH, 245
☐☐☐☐☐	6	Rise from the Ashes	Trans.	V, S, M	1 action	Touch	One item	Inst.	None	No	KPG, 184
☐☐☐☐☐	6	Seal Portal	Abj.	V, S, M	1 action	Close	One interplanar gate or portal	Perm.	None	No	MotP, 39
☐☐☐☐☐	6	Shades	Ill.	V, S	1 action	Spcl.	Spcl.	Spcl.	Spcl.	No	PH, 249
☐☐☐☐☐	6	Shadow Canopy	Evoc. [Darkness]	V, S, M	1 full rd	Medium	Dome 25' high, 100' diameter + 50'/lvl	1 hr/lvl	Will Neg. or none (obj.)	Yes or No (obj.)	LoD, 188
☐☐☐☐☐	6	Stone to Flesh	Trans.	V, S, M	1 action	Medium	13 ft diam,10 ft long	Inst.	Fort. Neg.	Yes	PH, 257
☐☐☐☐☐	6	Summon Monster VI	Conj	V, S, F	1 full rd	Close	6:1 5:1d3 1-4:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	6	Tenser's Transformation	Trans.	V, S, M	1 action	Personal	+1 att/2 lvls,+5 Fort	1 rd/lvl	None	No	PH, 265
☐☐☐☐☐	6	Translocation Trick	Trans.	V	1 action	Medium	You and one other creature	10 min/lvl	Will Neg.		MoF, 128
☐☐☐☐☐	6	True Seeing	Div.	V, S, M	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	Yes	PH, 267
☐☐☐☐☐	6	Undead to Death	Nec.	V, S, M, DF	1 action	Medium	Several undead creatures within a 50' area burst	Inst.	Will Neg.	Yes	MoF, 130 Tome, 96
☐☐☐☐☐	6	Veil	Ill.	V, S	1 action	Long	1+ creatures, 30 ft apart	Conc. +1 hr/lvl (D)	Will Neg.	Yes	PH, 269
☐☐☐☐☐	6	World of Deafness	Trans.	S	1 action	0	100ft. radius	Conc.	None	Yes	KPG, 194
☐☐☐☐☐	7	Antimagic Aura	Abj.	V, S, M	1 action	Touch	One creature	1 rd/lvl	Will Neg.	Yes	MoF, 77
☐☐☐☐☐	7	Banishment	Abj.	V, S, F	1 action	Close	2 HD/lvl	Inst.	Will Neg.	Yes	PH, 177
☐☐☐☐☐	7	Bigby's Grasping Hand	Evoc.	V, S, F	1 action	Medium	Attack lvl+abi mod+9	1 rd/lvl (D)	None	Yes	PH, 178
☐☐☐☐☐	7	Control Undead	Nec.	V, S, M	1 action	Close	2 HD of undead/lvl	1 min/lvl	Will Neg.	Yes	PH, 188
☐☐☐☐☐	7	Delayed Blast Fireball	Evoc.	V, S, M	1 action	Long	20ft radius spread	Up to 5 rds	Ref. half	Yes	PH, 191
☐☐☐☐☐	7	Drawmij's Instant Summons	Conj	V, S, M	1 action	Spcl.	Weight up to 10 lb	Perm. until Disc.	None	No	PH, 198
☐☐☐☐☐	7	Elemental Body	Trans.	V, S, M	1 action	Personal	You	1 rd/lvl	None	No	MotP, 34
☐☐☐☐☐	7	Energy Immunity	Abj.	V, S	1 action	Touch	Creature touched	24 hrs	None	Yes	Tome, 88
☐☐☐☐☐	7	Ethereal Jaunt	Trans.	V, S	1 action	Personal	You	1 rd/lvl (D)	None	No	PH, 201
☐☐☐☐☐	7	Finger of Death	Nec.	V, S	1 action	Close	One living creature	Inst.	Fort. Part.	Yes	PH, 203
☐☐☐☐☐	7	Forcecage	Evoc.	V, S, M	1 action	Close	20ft cube/10ft cube	2 hrs/lvl	None	No	PH, 207
☐☐☐☐☐	7	Gemjump	Trans.	V, S, F	1 full rd	Unlimited	You & objects & willing creatures totaling up to 50lb./lvl	Until triggered	None Will Neg.	No/Yes (harmless, obj.)	MoF, 96
☐☐☐☐☐	7	Great Thunderclap	Evoc.	V, S, F	1 action	Medium	5'/lvl-radius spread	Inst.	See text	No	MoF, 98
☐☐☐☐☐	7	Greater Ironguard	Abj.	V, S, M, F	1 action	Touch	Creature touched	1 rd/lvl	Will Neg. (harmless)	Yes	MoF, 97
☐☐☐☐☐	7	Greater Scrying	Div.	V, S	1 action	Spcl.	Magical sensor	1 hr/lvl	None	No	PH, 211
☐☐☐☐☐	7	Insanity	Ench.	V, S	1 action	Medium	One living creature	Inst.	Will Neg.	Yes	PH, 217
☐☐☐☐☐	7	Limited Wish	Univ.	V, S, XP	1 action	Spcl.	Spcl.	Spcl.	None	Yes	PH, 222
☐☐☐☐☐	7	Mass Invisibility	Ill.	V, S, M	1 action	Long	180 ft apart	10	None	No	PH, 226
☐☐☐☐☐	7	Mass Teleport	Trans.	V, S	1 full rd	Personal & touch	Touched obj./willing creatures weighing up to 100 lb./lvl	Inst.	None & Will Neg.	No & Yes	Tome, 93 MoF, 107
☐☐☐☐☐	7	Mordenkainen's Magnificent Mansion	Conj	V, S, F	1 action	Close	3 10ft cubes/lvl	2 hrs/lvl	None	No	PH, 231

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	7	Mordenkainen's Sword	Evoc.	V, S, F	1 action	Close	Att bonus lvl+abi+3	1 rd/lvl (D)	None	Yes	PH, 231
☐☐☐☐☐	7	Nybor's Stern Reproof	Ench.	V, S, F	1 action	Close	One living Creature	1 rd/lvl (D)	See text	Yes	MoF, 111
☐☐☐☐☐	7	Otiluke's Greater Dispelling Screen	Abj.	V, S, M	1 action	Close	Wall, area up to one 10' sq./lvl or sphere/hemisphere w/radius up to 1 ft./lvl	1 min/lvl (D)	None	No	Tome, 94
☐☐☐☐☐	7	Phase Door	Conj	V	1 action	Touch	5 x 8 ft, 1 ft deep	1 usage/2 lvls	None	No	PH, 235
☐☐☐☐☐	7	Plane Shift	Trans.	V, S, F	1 action	Touch	1-8 joining hands	Inst.	Will Neg.	Yes	PH, 236
☐☐☐☐☐	7	Power Word, Stun	Conj	V	1 action	Close	1 creature up to 150 hp	4d4/2d4/1d4 rds	None	Yes	PH, 237
☐☐☐☐☐	7	Prismatic Spray	Evoc.	V, S	1 action	Close	Cone	Inst.	Spcl.	Yes	PH, 238
☐☐☐☐☐	7	Reality Maelstrom	Evoc.	V, S, M	1 action	Medium	5' radius/lvl emanation, centered on point in space, & a 10'/lvl burst centered on the same point	1 rd/lvl	Will Neg., Ref. Neg.	Yes	MotP, 38
☐☐☐☐☐	7	Reverse Gravity	Trans.	V, S, DF	1 action	Medium	10ft cube/2 lvls	1 rd/lvl (D)	None	No	PH, 246
☐☐☐☐☐	7	Sequester	Abj.	V, S, M	1 action	Touch	Creature or obj touched	1 day/lvl (D)	Will Neg.	Yes	PH, 249
☐☐☐☐☐	7	Shadow Walk	Ill.	V, S	1 action	Touch	1 touched/lvl	1 hr/lvl (D)	Will Neg.	Yes	PH, 250
☐☐☐☐☐	7	Simbul's Spell Sequencer	Trans.	V, S, F	1 action	Personal	Up to 4 of your spells	10 min/lvl (D)	None	No	MoF, 118
☐☐☐☐☐	7	Simbul's Synostodweomer	Trans.	V, S	1 full rd	Personal	one of your spells	1 rd	None	Yes	MoF, 119
☐☐☐☐☐	7	Simulacrum	Ill.	V, S, M, XP	12 hrs	Touch	1 duplicate creature	Inst.	None	No	PH, 252
☐☐☐☐☐	7	Spell Turning	Abj.	V, S, M	1 action	Personal	1d4+6 lvls affected	Until expended or 10 min/lvl	None	No	PH, 255
☐☐☐☐☐	7	Statue	Trans.	V, S, M	1 action	Touch	Gains hardness 8	1 hr/lvl (D)	Will Neg.	Yes	PH, 256
☐☐☐☐☐	7	Summon Monster VII	Conj	V, S, DF	1 full rd	Close	7:1 6:1d3 1-5:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	7	Teleport without Error	Trans.	V	1 action	Personal & touch	50 lb/lvl	Inst.	None	No	PH, 265
☐☐☐☐☐	7	Vanish	Trans.	V	1 action	Touch	50 lb/lvl, 3 cu ft/lvl	Inst.	Will Neg.	Yes	PH, 269
☐☐☐☐☐	7	Vipergout	Conj	V, S, M	1 action	Personal	1d4+3 summoned creatures	1 rd/lvl	None	Yes	MoF, 130
☐☐☐☐☐	7	Vision	Div.	V, S, M, XP	Spcl.	Personal	You	Spcl.	None	No	PH, 269
☐☐☐☐☐	7	Wave of Destruction	Trans.	V, S, M	1 action	120 ft.	Cone	Inst.	None	No	KPG, 193
☐☐☐☐☐	7	Zajimarn's Ice Claw Prison	Evoc.	V, S, F	1 action	Medium		1 rd/lvl (D)	None	Yes	MoF, 135
☐☐☐☐☐	8	Antipathy	Ench.	V, S, DF	1 hr	Close	Location or object	2 hrs/lvl	Will Part.	Yes	PH, 175
☐☐☐☐☐	8	Bigby's Clenched Fist	Evoc.	V, S, F	1 action	Medium	Att lvl+abi mod+10	1 rd/lvl	None	Yes	PH, 178
☐☐☐☐☐	8	Binding	Ench.	V, S, M	1 min	Close	One living creature	Spcl. (D)	Will Neg.	Yes	PH, 179
☐☐☐☐☐	8	Blackstaff	Trans.	V, S, F	1 action	Touch	Staff or Quarterstaff touched	1 rd/lvl (D)	See text	Yes	MoF, 81
☐☐☐☐☐	8	Clone	Nec.	V, S, M, F	10 min	0 ft.	One clone	Inst.	None	No	PH, 184
☐☐☐☐☐	8	Demand	Ench.	V, S, M	10 min	Spcl.	One creature	1 rd	Will Part.	Yes	PH, 191
☐☐☐☐☐	8	Devastate	Nec.	V, S, F	1 action	Close	Undead creatures, no 2 of which can be more than 30' apart	Inst.	Fort. Neg.	Yes	LoD, 186
☐☐☐☐☐	8	Discern Location	Div.	V, S, DF	10 min	Unlimited	1 creature or object	Inst.	None	No	PH, 195
☐☐☐☐☐	8	Etherealness	Trans.	V, S	1 action	Touch	You + 1 creature/3 lvls	1 min/lvl (D)	None	Yes	PH, 201
☐☐☐☐☐	8	Great Shout	Evoc.	V, S, F	1 action	Close	Line 5' high & 5' wide, & a cone	Inst.	See text	Yes	Tome, 90
☐☐☐☐☐	8	Greater Planar Binding	Conj	V, S, M	10 min	Close	Up to 24 HD	Inst.	Will Neg.	Yes	PH, 211
☐☐☐☐☐	8	Horrid Wilting	Nec.	V, S, M	1 action	Long	Max 60 ft apart	Inst.	Fort. half	Yes	PH, 215
☐☐☐☐☐	8	Incendiary Cloud	Conj	V, S	1 action	Medium	30 ft wide, 20 ft high	1 rd/lvl	Ref. half	Yes	PH, 217
☐☐☐☐☐	8	Iron Body	Trans.	V, S, M	1 action	Personal	50/+3, Str+6, Dex6	1 min/lvl (D)	None	No	PH, 218
☐☐☐☐☐	8	Mass Charm	Ench.	V	1 action	Close	HD twice of lvl	1 hr/lvl	Will Neg.	Yes	PH, 226
☐☐☐☐☐	8	Mass Manifest	Trans.	V, S, M	1 action	Close	25' radius emanation centered on a point in space	1 rd/lvl	None	Yes	MotP, 36
☐☐☐☐☐	8	Mind Blank	Abj.	V, S	1 action	Close	One creature	1 day	Will Neg.	Yes	PH, 228
☐☐☐☐☐	8	Nybor's Wraithful Castigation	Ench.	V, S, F	1 action	Close	One Living Creature	1 rd/lvl(D)	See text	Yes	MoF, 111
☐☐☐☐☐	8	Otiluke's Telekinetic Sphere	Evoc.	V, S, M	1 action	Close	1 ft diam/lvl sphere	1 min/lvl (D)	Ref. Neg.	Yes	PH, 233
☐☐☐☐☐	8	Otto's Irresistible Dance	Ench.	V	1 action	Touch	Living creature	1d4+1 rds	None	Yes	PH, 234
☐☐☐☐☐	8	Polymorph Any Object	Trans.	V, S, M	1 action	Close	1 creature or object	Spcl.	Spcl.	Spcl.	PH, 236
☐☐☐☐☐	8	Power Word, Blind	Conj	V	1 action	Close	15ft radius sphere	P/1d4+1 m/1d4 r	None	Yes	PH, 237
☐☐☐☐☐	8	Prismatic Wall	Abj.	V, S	1 action	Close	4 ft/lvl wide, 2/lvl high	10 min/lvl	Spcl.	Spcl.	PH, 238
☐☐☐☐☐	8	Protection from Spells	Abj.	V, S, M, F	1 action	Touch	1 creature/4 lvls	10 min/lvl	Will Neg.	Yes	PH, 240
☐☐☐☐☐	8	Screen	Ill.	V, S	10 min	Close	30ft cube/lvl	1 day	Spcl.	No	PH, 247
☐☐☐☐☐	8	Simbul's Skeletal Deliquescence	Trans.	V, S	1 action	Touch	creature touched	1 day/lvl	Fort. Neg.	Yes	MoF, 118
☐☐☐☐☐	8	Skeletal Guard	Nec.	V, S, M	1 action	Touch	One or more finger bones	Inst.	None	No	MoF, 119
☐☐☐☐☐	8	Spell Engine	Abj.	V, S, M, XP	10 min	Close	5' radius magical wheel	See text	None	Yes	MoF, 121
☐☐☐☐☐	8	Summon Monster VIII	Conj	V, S, DF	1 full rd	Close	8:1 7:1d3 1-6:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	8	Sunburst	Evoc.	V, S, DF	1 action	Long	10 ft/lvl radius burst	Inst.	Ref. half	Yes	PH, 261
☐☐☐☐☐	8	Symbol	Univ.	V, S, M	Spcl.	Touch	One symbol	Spcl.	Spcl.	Yes	PH, 261; MoF, 127
☐☐☐☐☐	8	Sympathy	Ench.	V, S, M	1 hr	Close	Location or object	2 hrs/lvl	Will Neg.	Yes	PH, 263
☐☐☐☐☐	8	Tharizdun's Maddening Scream	Ench.	V	1 action	Touch	Living creature touched	1d4+1 rds	None	Yes	RTEE, 162
☐☐☐☐☐	8	Transcribe Symbol	Abj.	V, S, F	1 action	Touch	Magic symbol touched	Until Disc. or 10 min	See text	See text	MoF, 128
☐☐☐☐☐	8	Trap the Soul	Conj	V, S, M	1 action	Close	One creature	Perm.	Spcl.	Yes	PH, 266
☐☐☐☐☐	8	Zajimarn's Field of Icy Razors	Evoc.	V, S, F	1 action	Medium	One 10' square/lvl	1 min/lvl	Ref. Part.	Yes	MoF, 135
☐☐☐☐☐	9	Absorption	Abj.	V, S	1 action	Personal	You	Until expended or 10 min/lvl	None	No	Tome, 85
☐☐☐☐☐	9	Alamanther's Return	Trans.	V, S, M, XP	1 full rd	See text	One spell or spell-like ability	See text	See text	See text	MoF, 76
☐☐☐☐☐	9	Astral Projection	Nec.	V, S, M	30 min	Touch	You + 1 creature/2 lvls	Spcl.	None	Yes	PH, 176
☐☐☐☐☐	9	Bigby's Crushing Hand	Evoc.	V, S, M, F	1 action	Medium	Att lvl+abi mod+11	1 rd/lvl (D)	None	Yes	PH, 178
☐☐☐☐☐	9	Black Blade of Disaster	Conj	V, S	1 action	Close	Sword shaped planar rift	Conc. up to 1 rd/lvl	None	Yes	MoF, 81
☐☐☐☐☐	9	Chain Contingency	Evoc.	V, S, M, F	At least 10 min	Personal	You	1 day/lvl or until Disc.	None	No	Tome, 86
☐☐☐☐☐	9	Dominate Monster	Ench.	V, S	1 action	Medium	One creature	1 day/lvl	Will Neg.	Yes	PH, 197
☐☐☐☐☐	9	Elminster's Effulgent Epuration	Abj.	V, S	1 action	60 ft.	One glowing sphere/lvl	Until expended or 10 min/lvl	None	No	MoF, 91
☐☐☐☐☐	9	Energy Drain	Nec.	V, S	1 action	Close	Negative energy ray	Inst.	Fort. Neg.	Yes	PH, 199

Memorized	Spell Level	Spell Name	Type	Components	Casting Time	Range	Target/Effect	Duration	Saving Throw	SR	Source
☐☐☐☐☐	9	Foresight	Div.	V, S, DF	1 action	Personal & touch	Spcl.	10 min/lvl	None	No	PH, 207
☐☐☐☐☐	9	Freedom	Abj.	V, S	1 action	Spcl.	One creature	Inst.	None	Yes	PH, 207
☐☐☐☐☐	9	Gate	Conj	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 207
☐☐☐☐☐	9	Hide Life	Nec.	V, S, M, XP	1 day	Personal	You	Inst.	None	No	Tome, 91
☐☐☐☐☐	9	Imprisonment	Abj.	V, S	1 action	Touch	Creature touched	Inst.	None	Yes	PH, 217
☐☐☐☐☐	9	Maw of Chaos	Abj.	V, S, M	1 action	Medium	15' radius	1 rd/lvl	Will half	Yes	MoF, 107
☐☐☐☐☐	9	Meteor Swarm	Evoc.	V, S	1 action	Long	Dmg 6d6 / 3d6	Inst.	Ref. half	Yes	PH, 228
☐☐☐☐☐	9	Mordenkainen's Disjunction	Abj.	V	1 action	Close	30' radius burst	Inst.	Will Neg.	No	PH, 230
☐☐☐☐☐	9	Power Word, Kill	Conj	V	1 action	Close	1 creature or 15' radius	Inst.	None	Yes	PH, 237
☐☐☐☐☐	9	Prismatic Sphere	Abj.	V	1 action	10 ft.	10ft radius sphere	1 rd/lvl (D)	None	Yes	PH, 238
☐☐☐☐☐	9	Refuge	Trans.	V, S, M	1 action	Touch	Object touched	Perm. until Disc.	None	No	PH, 243
☐☐☐☐☐	9	Shapechange	Trans.	V, S, F	1 action	Personal	You	10 min/lvl	None	No	PH, 250
☐☐☐☐☐	9	Simbul's Spell Trigger	Trans.	V, S, F	1 action	Personal	Up to four of your spells	10 min/lvl (D)	None	No	MoF, 118
☐☐☐☐☐	9	Soul Bind	Nec.	V, S, F	1 action	Close	Corpse	Perm.	Will Neg.	No	PH, 254
☐☐☐☐☐	9	Stasis Clone	Nec.	V, S, M, F	10 min	Touch	One clone	Inst.	None	No	LoD, 189
☐☐☐☐☐	9	Summon Monster IX	Conj	V, S, DF	1 full rd	Close	9:1 8:1d3 1-7:1d4+1	1 rd/lvl (D)	None	No	PH, 259
☐☐☐☐☐	9	Taatiir's Tearing Talons	Evoc.	V, S, F/DF	1 action	Medium	Three 10ft. hands	7 rds	None	Yes	KPG, 183
☐☐☐☐☐	9	Teleportation Circle	Trans.	V, M	10 min	0 ft.	Circle 5 ft radius	10 min/lvl (D)	None	Yes	PH, 265
☐☐☐☐☐	9	Temporal Stasis	Trans.	V, S, M	1 action	Touch	Creature touched	Perm.	None	Yes	PH, 265
☐☐☐☐☐	9	Time Stop	Trans.	V	1 action	Personal	You	1d4+1 rds	None	No	PH, 265
☐☐☐☐☐	9	Unbinding	Abj.	V, S, M, DF	1 rd	180 ft.	180' radius burst, centered on you	Inst.	None	No	DotF, 91; KPG, 190
☐☐☐☐☐	9	Wail of the Banshee	Nec.	V	1 action	Close	1 creature/lvl 30ft radius	Inst.	Fort. Neg.	Yes	PH, 269
☐☐☐☐☐	9	Weird	Ill.	V, S	1 action	Medium	Max 30 ft apart	Inst.	Will Disb.	Yes	PH, 272
☐☐☐☐☐	9	Wish	Univ.	V, XP	1 action	Spcl.	Spcl.	Spcl.	Spcl.	Yes	PH, 273
☐☐☐☐☐	9	Zajimarn's Avalanche	Conj	V, S	1 action	Long	One 10' square/lvl (S)	Inst.	Ref. Part.	Yes	MoF, 134

ABBREVIATIONS

Abj. = Abjuration
Brd = Bard
Bst = Beastmaster
Conc. = Concentration
Conj. = Conjuration
Disb. = Disbelief
Disc. = Discharged
Div. = Divination
Ench. = Enchantment
Evoc. = Evocation
Fort. = Fortitude
Hr. = Hour
Ill. = Illusion
Inst. = Instantaneous

Min. = Minute(s)
N = No
Nec. = Necromancy
Neg. = Negates
Obj. = Object
Part. = Partial
Perm. = Permanent
Rd. = Round
Ref. = Reflex
Spcl. = Special
SR = Spell Resistance
Tran. = Transmutation
Univ. = Universal
Y = Yes

REFERENCE SOURCE ABBREVIATIONS

DMG = Dungeon Master's Guide
DotF = Defenders of the Faith
FR = Forgotten Realms Sourcebook
KPG = Kalamar Player's Guide
LoD = Lords of Darkness
LotIF = Lord of the Iron Fortress
MoF = Magic of Faerun
MotP = Manual of the Planes
MotW = Masters of the Wild
PH = Player's Handbook
RTEE = Return to the Temple of Elemental Evil
Song = Song and Silence
Tome = Tome and Blood

Spells Available by Level:

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th _____ 8th _____ 9th _____ 10th _____ 11th _____ 12th _____

VESSEL OF MAN

MEMORIZED	SPELL LEVEL	SPELL NAME	TYPE	COMPONENTS	CASTING TIME	RANGE	TARGET/EFFECT	DURATION	SAVING THROW	SR	SOURCE
☐☐☐☐☐	1	Bane	Ench.	V, S, DF	1 action	50 ft.	Enemies within 50 ft	1 min/lvl	Will Neg.	Yes	PH, 177
☐☐☐☐☐	1	Cause Fear	Nec.	V, S	1 action	Close	-2 to att/dmg/saves	1d4 rds	Will Neg.	Yes	PH, 182
☐☐☐☐☐	1	Doom	Ench.	V, S, DF	1 action	Medium	One living creature	1 min/lvl	Will Neg.	Yes	PH, 198
☐☐☐☐☐	1	Inflict Light Wounds	Nec.	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 217
☐☐☐☐☐	1	Protection from Law	Abj.	V, S, M	1 action	Touch	Creature touched	1 min/lvl	Will Neg.	No	PH, 240
☐☐☐☐☐	1	Shield Against Faith	Abj.	V, S, M	1 action	Touch	+2 deflect +1/6 lvls	1 min/lvl	Will Neg.	Yes	PH, 251
☐☐☐☐☐	2	Consecrate	Evoc.	V, S, M, DF	1 action	Close	20' radius	2 hrs/lvl	None	No	PH, 187
☐☐☐☐☐	2	Desecrate	Evoc.	V, S, M, DF	1 action	Close	20' radius	2 hrs/lvl	None	Yes	PH, 192
☐☐☐☐☐	2	Shatter	Evoc.	V, S, M	1 action	Close	3' radius, 1 lb/lvl	Inst.	Spcl.	Yes	PH, 251
☐☐☐☐☐	2	Sound Burst	Evoc.	V, S, DF	1 action	Close	10' radius spread	Inst.	Will Part.	Yes	PH, 254
☐☐☐☐☐	2	Spiritual Weapon	Evoc.	V, S, DF	1 action	Medium	1d8 dmg	1 rd/lvl (D)	None	Yes	PH, 256
☐☐☐☐☐	2	Undetectable Alignment	Abj.	V, S	1 action	Close	One creature or object	24 hrs	Will Neg.	Yes	PH, 267
☐☐☐☐☐	3	Bestow Curse	Trans.	V, S	1 action	Touch	Creature touched	Perm.	Will Neg.	Yes	PH, 178
☐☐☐☐☐	3	Dispel Magic	Abj.	V, S	1 action	Medium	Spcl.	Inst.	None	No	PH, 196
☐☐☐☐☐	3	Magic Circle against Law	Abj.	V, S, M	1 action	Touch	Emanates 10 ft	10 min/lvl	Will Neg.	No	PH, 223
☐☐☐☐☐	3	Negative Energy Protection	Abj.	V, S	1 action	Touch	Living creature touched	1 rd/lvl	Will Neg.	Yes	PH, 231
☐☐☐☐☐	4	Divine Power	Evoc.	V, S, DF	1 action	Personal	Fighter's attack bonus	1 rd/lvl	None	No	PH, 197
☐☐☐☐☐	4	Freedom of Movement	Abj.	V, S, M, DF	1 action	Personal & touch	You or creature touched	10 min/lvl	None	No	PH, 207
☐☐☐☐☐	4	Inflict Critical Wounds	Nec.	V, S	1 action	Touch	Creature touched	Inst.	Will half	Yes	PH, 217
☐☐☐☐☐	4	Spell Immunity	Abj.	V, S, DF	1 action	Touch	Creature touched	10 min/lvl	Will Neg.	Yes	PH, 255

ABBREVIATIONS

Abj. = Abjuration
Brd = Bard
Bst = Beastmaster
Conc. = Concentration
Conj. = Conjuration
Disb. = Disbelief
Disc. = Discharged
Div. = Divination
Ench. = Enchantment
Evoc. = Evocation
Fort. = Fortitude
Hr. = Hour
Ill. = Illusion
Inst. = Instantaneous

Min. = Minute(s)
N = No
Nec. = Necromancy
Neg. = Negates
Obj. = Object
Part. = Partial
Perm. = Permanent
Rd. = Round
Ref. = Reflex
Spcl. = Special
SR = Spell Resistance
Tran. = Transmutation
Univ. = Universal
Y = Yes

REFERENCE SOURCE ABBREVIATIONS

DMG = Dungeon Master's Guide
DotF = Defenders of the Faith
FR = Forgotten Realms Sourcebook
KPG = Kalamar Player's Guide
LoD = Lords of Darkness
LotIF = Lord of the Iron Fortress
MoF = Magic of Faerun
MotP = Manual of the Planes
MotW = Masters of the Wild
PH = Player's Handbook
RTEE = Return to the Temple of Elemental Evil
Song = Song and Silence
Tome = Tome and Blood

Index

A

A Moment Ago [Scalable] 161, 162
A Thousand Doubts 141
A Thousand Faces 48
Aasaer 87
Abbreviations, New Class Name 34
Ability Adjustment 3
Absolution, Potion of 198
Abyssal 77
Adept at Avoiding Magic 91
Adrupan 116
Affinity for Water 54
Afflictions 100
Aging Effects, Table 1—4 30
Ahznomahn 83, 102, 106, 116
Ahznomahni 130
Air Domain 149
Akadi 96
Alaki 147
Alchemical Mixtures 113
Alchemical Mixtures, Table 7–1 114
Alchemical Secrets of the Highlands 113
Alchemy 89
Alliance Merchant 51
Alliance Merchant, Table 3-1 51
Alternative Dancer Starting Package 38
Alubelok Swamp 117
Ambidexterity 161, 162
Amities (House of Solace) 96
Ammunition 123
Ammunition, Table 7–6 123
Amnesia 149, 162
Analyze Portal 163
Ancient Languages 80
Animal Domain 149
Animal Empathy 81
Animal Totem 47
Animating Touch 56
Antimage 81
Antlerer 69
Anyspell 163
Apothecary 74, 116
Appear as Wizard 161, 163
Appraise 83
Appraise Slave 62
Aquan 77
Arajyd Hills 118
Archduke 133
Archduke E'dos Kalanasi Ii 133
Ardarr-Norr 87
Area of Night 162, 164
Arena Battle 41
Arena Veteran 42
Aristocratic Mannerisms 89
Armor 124
Armor and Shield Special Ability Desc. 195
Armor of Blood 195
Armor of Darkness 164
Armor of Divinity 195
Armor of Fog 195
Armor of Heroes 196
Armor of Virtue 196
Armor, Soft Leather 124
Armor, Table 7–7 124
Armorsmithing 67
Arrow, Ball 123
Arrow, Bird 123
Arrow, Screecher 123
Arrow, Splinter 123
Arrow, Tiger Claw 123
Arrow-Wall 196
Arterial Strike 81
Artificer 81
Artistic Crafter 81
Artists 100
Ashoshani 83
Aspect of the Deity 164
Assembly of Light 106
Attack of Opportunity 89
Attunement, Bracelet of 200
Auran 77
Auril 96
Available Domains, Table 11–2 149
Awareness 83
Azsul 147
Azurtallan Salve 113
Azuth 96

B

Baethel 87, 92
Bag of Beetles 199
Balance (Temple of Enchantment) 97
Bane 96
Bane to Outsiders 61
Banish Undeath 148, 165
Barbarian 33
Bard 33
Bard, New Spells 148
Baronets 133
Barons 133
Barrier 141
Baruta's Gladiator School 125
Base Attack Bonuses, Table 2-2 35
Base Save, Table 2-2 35
Basiran Dancer 35
Basiran Dancer Spells Known, Table 2—5 36
Basiran Dancer, New Spells 148
Basiran Dancer, Table 2—4 36
Basketweaving 67
Battle Cries, Chants, Oaths and Prayers 106
Battle Lords 134
Battle of Kadir Ridge 115
Battle Rager 106, 126
Bazaar Veteran 83
Bear Claw 120
Bear Claw Necklace 202
Bear's Heart 165
Beastmask 165
Beastmaster Domain 149
Beekeeper 75
Beguile 141

Behavior of Vassals 134
Belanar's Nut 199
Belt of Deftness 199
Belt of Ogre Intelligence 202
Beshaba 96
Bestowal of A Gift 138
Bet Kalamar 83, 125
Bet Kasel 113, 114
Bet Kasel's College Of Alchemy 118
Bet Rogala 147
Bet Seder 83
Bet Urala 83
Bhorr's Bend, Village of 130
Bigby 147
Bill Knife 120
Billhook 120
Biting Lash 63
Black Plague (A.K.A. Kiss of the Rotlord) 131
Blackleaf 113
Blacklight 165
Blacksmithing 67
Blacksoul 107
Blanket of Darkness 142
Blazing Star 148, 161, 165
Blessed 83
Blessings of the Land (Church of Life's Fire) 97
Blind Beholder 121
Blind One, The 105
Blind Shot 83
Blinding (Weapon) 197
Blinding Beauty 148, 162, 165
Blood Of Heroes 87
Blood, Armor Of 195
Blood, Potion Of 198
Blue Death (A.K.A. Kennad's Vengeance) 132
Boater 75
Boccob 96
Bolomo 113
Bolt Of Glory 166
Bolt, Needle 123
Bolt, Thunder 123
Bolts Of Bedevilment 166
Bone Rot 161, 166
Book of Chances 99
Book of Endless Night 106
Book of Souls 204
Bookbinding 67
Born of the Cradle 83
Born To the Saddle 83
Bottle of Enchantment 199
Bounty Hunter 52
Bounty Hunter, Table 3—2 53
Bow of Eagle Sight 197
Bowmaking 67
Bracelet of Attunement 200
Bracelet of Secrets 200
Bracers of Tracelessness 200
Brain Spider 166
Brando 32
Brandobia 100, 117, 129
Brandobian 5, 77, 132
Brandobian Highways 129
Brandobians 115
Brendlin Orth 33
Brewer 75
Brigand 39
Brigand, Table 2–6 39
Brigandine Armor 124
Brilliance, Rod of 199
Brindonwood 33, 132
Brolenese 117, 118, 119
Brotherhood, The 105
Brothers of Logic, The 130
Builders of Law, The 130
Burglar's Keys 200
Butcher 75
Butcher, Fowl 75
Byth Mountains 118

C

Call To Arms 142
Calligraphy 69
Calm, Armor of 195
Candle of Hope 200
Canons 96
Canons of the Gods of Tellene 96
Captain Inon Torist 126
Capture 62
Career Paths 126
Carpentry 69
Cat Burglar 83
Catastrophes (Temple of Strife) 98
Cavern Domain 149
Celerity Domain 150
Celestial 77
Celestial Health Potion 116
Censor and Twelve Candles of Palabras 134
Center of Attention 41
Ceremony of the Three Moons 111
Chain Shirt of Sinking 202
Champion of the Faith 83
Champions (Weapon) 197
Chancellor 134
Chances (Church of Chance) 99
Chandler 69
Channel Positive Energy 83
Channeled Abilities 141
Channeled Abilities, Table 10–1 143
Channeling Positive Energy 141
Chants 106
Chaos Domain 150
Chaos Reigns 142
Character Classes 4
Character Conversion 4
Character Races 3
Character Region 4
Charm Domain 150
Chauntea 96
Child of the Earth 83
Chokevine Milk 117
Choosing A Deity 93
Chopper 120
Chors Barbarian 126
Chors Light Cavalry 126
Chromatic Crown 148, 161, 167
Chromatic Rod 161, 167
Church of Endless Night 108
Churches and Canons, Table 6–6 98
Cilorea, Elves of 110
Circle of Dread 148, 167
Circle of Friends 83
Circumstance Bonuses, Table 6–5 97
City Planning 105
Class and Level Bonuses 34
Class Feats 82
Class Name Abbreviations, New 34
Classes, Chapter 2 33
Claws of Darkness 167
Clergy 135
Cleric 33
Cleric Spells, New 148
Cloak of Worship 200
Cloudsleep 162, 167
Cluo 147
Cluo's Closet 173
Cobbling 69
Cohort 60
Cold Domain 150
College of Alchemy 113, 114
College of Magic 147
Combat Aid 57
Combat Options, New 128
Comforts 96
Command, Ring of 198
Commanding Presence 40, 83
Commonly Worshipped Gods, Table 6–4 97
Community Domain 150
Congregation of the Dead 57
Cons, Games and Marks 104
Continuity, Rod of 199
Conventicle of Affliction 130
Converting Characters from Other Settings 96
Cook 75
Cooper 69
Cooperative Feat 88
Cord Armor 124
Corellon Larethian 96
Cornerstone 142
Cosdol 85, 88, 100, 116, 130, 132, 134
Cosolen 130
Counterspelling 81
Country, City-State or Region 5
Counts 133
Covetous Ones, The 107
Cowardice (Weapon) 197
Craft 67
Craft Domain 150
Craftsmanship 56
Create Fetish 47
Creating A Character 3
Creating Your Own Prestige Classes 66
Creation (Theatre of the Arts) 100
Creation Domain 151
Creation of Magic Items 81

Critical Focus 42
Critical Spell Strike 83
Cropslayer 109
Crown of Glory 168
Crown of Miznoh 203
Crush Morale 62
Crystal Flask 200
Curaxa 113
Curing Diseases 130
Curse Contagion 148, 162, 168
Curse of Lycanthrope 168
Cursed Items 202
Cyric 96

D

Dagger of Disease 197
Dalen 83, 109
Dancer Starting Package 38
Dancer's Class Skills 37
Dancer's Fitness 37
Dancing Death, The 132
Dark Dwarves 108
Dark Elves 16
Darkbolt 168
Darkened Skies 142
Darkness Domain 151
Darkness, Armor of 195
Darnon Blona 57
Daruk 129
Dashahn Mountains 132
Daydream 148, 161, 169
Death Domain 151
Death Poem 57
Death's Embrace 58
Deb'fo The Valiant 57
Decade of Fear 97
Deceit, Staff of 199
Deep Gnomes 20
Defohy (Dejy) Heritage 83
Deft Hands 37
Deities of Tellene, Table 6-2 95
Deities, Non-Human Names For: Table 6–1 94
Deity Domains, Table 2–1 34
Dejy 5, 77, 117, 126
Dejy Names 32
Dejy of Dynaj 114
Deliverances 101
Deneir 96
Denial of the Gods 64
Designing and Building 89
Destruction (Weapon) 197
Destruction Domain 151
Detect Lycanthrope 148, 169
Detect Magic 84
Detect Undead 59
Deterrence 148, 169
Diadolai 111
Dirasip The Shining One 57
Disasters, The 14 101
Disbelief 64
Diseases of The Sovereign Lands 130
Disinter 148, 161, 169
Dismounting 90
Dispelling Spells 81
Divination Domain 151
Divine Arrow 142
Divine Protection, Table 10–2 146
Divine Right of Kings 145
Divine Stasis 149, 161, 170
Diving Falcon 53
Divinity, Armor of 195
Djahn's Key 200
Dm's Note: Adjudicating Follower Actions 137
Dm's Note: Adjudicating Punishment 136
Dm's Note: Adventuring Nobles 134
Dm's Note: Magical Gifts in the Faith 138
Dm's Note: Sainthood 140
Dm's Note: The Holy See 139
Dodera 83
Dodging Death, Armor of 195
Dofryr 57
Dogmatic Texts, Other 112
Domains 149
Domination Domain 151
Donning and Removing Armor 90
Dooms 109
Dopromond Hills 116
Dorama 147
Dorama's Battle Ward 161, 170
Dowond-Brandel 83
Draconic 77
Dragon Blood 84
Dragonhide 114
Dragons, Related To 84
Draskan Dwarves 115
Draw Forth The Oak Spirit 161, 170
Drawmij 147
Dreams, The 102
Dress of 200
Drhokker 33, 83
Drhokker Plains 108
Driver 75
Druid 33
Druid and Shaman Spells, New 160
Druidic 77
Dueling Sword 121
Dukes 133
Dusk 149, 170
Dust Storm 161, 162, 171
Dwarf 92
Dwarven 77
Dwarven Names 32
Dwarven Rebel 66
Dwarves 8

E

Eagle's Splendor 171
Earsplitter 116
Earth Domain 151
Earth Mother 83
Eb'sarab Swamplands 117
Echo of The Whirlwind 149, 171
Efelmane 118
Ehlonna 96
Ehzhimahn 85
Eidetic Memory 84
Ek'gakel 83, 117, 134
Ek'kasel 134
Eldath 96
Eldor 85, 130, 132, 134
Eldoran Marine 127
Elemental Adept 84
Elemental Ally 55
Elements 102
Elenon Mountains 118
Elos Desert 91, 108, 116, 118, 132, 140
Elven 77
Elven Names 32
Elven Warder 66
Elves 12, 121
Emmuk 147
Emperor Kabori 133
Emperor of Scorn, The 108
Emperor Thedorus, Return of 112
Enchantment Disruption 161, 171
End 171
End [Scalable] 148, 161
Endless Decay (Conventicle of Affliction) 100
Endless Journey, The (Temple of The Stars) 100
Engraver 75
Enhance Familiar Feat: Fast 84
Enhance Familiar Feat: Fly 84
Enhance Familiar Feat: Greater Spell Resist. 84
Enhance Familiar Feat: Jump 84
Enhance Familiar Feat: Smart 84
Enhance Familiar Feat: Speak 84
Enhance Familiar Feat: Toughskin 84
Enhanced Familiar Feats 84
Enhanced Metamagic 60
Enlightenment (Fraternal Order of Aptitude) 101
Ensnare Spirit 63
Envelop The Wall 85
Ep'sarab Swampland 117
Epics 111
Epiphanies, The Nine (Order of Thought) 101
Epiphany 142
Erythnul 96
Eternal Searching 60
Ethereal Lock 162, 171
Evard 147
Evening Watch, The 108
Every Cloud (Church of Everlasting Hope) 101
Evil Domain 151
Exile 148, 161, 172
Exorcism Domain 152
Exotic Steed 85
Experience and Level-Dependent Benefits 35
Expert Feint 42
Expert Tactician 85
Expert Timing 85
Explorer 85
Extra Melee Attack 85

Eyes of Fury ... 40, 85
Eyes Open ... 161, 172

F

Fable Weaver ... 85
Faith Shield ... 148, 172
Faithful Creation ... 56
False Strike ... 161, 172
Familiars ... 84
Family Domain ... 152
Famous Spellcasters, Table 11–1 ... 147
Fantastic Machine ... 172
Faotissun ... 147
Farmer ... 75
Fast Healer ... 85
Fast Movement ... 44
Fate Domain ... 152
Fate's Mercy ... 142
Favor of The Spirits ... 48
Favored Class ... 3
Fear Immunity ... 66
Fearless ... 86
Fearsome Appearance ... 40, 86
Feats, Table 5–1 ... 82
Feint ... 42
Fen Waste ... 144
Fervor ... 66
Fetching Carpet ... 162, 173
Fey Blood ... 86
Fey Robe ... 200
Fharlanghn ... 96
Fhokki ... 6, 78, 114, 134, 147
Fhokki Names ... 32
Fighter ... 33
Fighting Schools ... 125
Figurine of Wondrous Power ... 200
Final Breath ... 86
Final Word (Congregation of The Dead) ... 102
Finder Wyvernspur ... 96
Finding The Secrets ... 86
Fire Domain ... 152
First Strength, The ... 142
Fisher, Fresh Water ... 75
Fisher, Salt Water ... 75
Fist of Steel ... 86
Fitness, Ring of ... 198
Flash of Lightning ... 148, 173
Flaymaster, Canon of The ... 109
Fleas ... 131
Fluencies ... 79
Fog, Armor of ... 195
Followers ... 94, 137
Folnester ... 147
Fool's Gold ... 52
Foolproof Pilfering ... 52
Foot Soldiers of Norga-Krangrel ... 128
Forbid ... 148, 173
Force Sphere ... 173
Forcesphere ... 161
Forest Gnomes ... 19
Forgotten Realms God ... 96
Fortitude ... 86
Fortunes, The (Inevitable Order of Time) ... 102
Foundations ... 105
Founder's Creation ... 130
Founder, Gnomish Clerics of The ... 121
Fraternal Order of Aptitude ... 130
Freeze ... 149, 173
Fruit of The Vine ... 142
Fulaukar's Tarisato/Obakasek Campaign ... 121
Fundamentals (Assembly of Four Corners) ... 102
Furies ... 106
Furrier ... 69
Future Dreams ... 110

G

Gamatara ... 116
Garagos ... 96
Gargauth ... 96
Gargoyle ... 56
Garl Glittergold ... 96
Gateway to Immortality ... 162, 173
Geanavue ... 81, 147
Gem of Illusion ... 201
Gembomb ... 174
Gemcutting ... 69
General Feats ... 82
General Narveld ... 111
Genesis ... 174
Gharr ... 130
Giant ... 78
Gift of Passion, The ... 103
Gift Of Passion (Order of The Passionate One) 102
Gladiator ... 40
Gladiator Starting Package ... 42
Gladiator, The, Table 2–7 ... 42
Glassblower ... 69
Glib Tongue ... 86
Glimpse of The Future ... 148, 174
Glory Domain ... 152
Gnome ... 78, 92, 134
Gnomes ... 18, 120
Gnomish Mace ... 121
Gnomish Names ... 32
Goblin ... 78
Goblin Pox (Mage Bane, Babbling Sickness) ... 131
Goblin Tribe, Fierce ... 118
God Conversion, Table 6–3 ... 96
Gods of Tellene ... 93
Gold Lust ... 162, 174
Gold Nightingale ... 201
Golden Halfling ... 91
Golden Halflings ... 26
Golem Master ... 55
Golem Master, Table 3–4 ... 55
Gond ... 96
Good Domain ... 152
Gorgeous ... 86
Grace of The Rose ... 142
Graced By Saints ... 175
Graced By Saints [Scalable] ... 148, 161
Grapple ... 128
Gray Elf ... 88
Gray Elves ... 15
Great Performance ... 57
Greater Anyspell ... 175
Greater Aspect of The Deity ... 175
Greater Fantastic Machine ... 175
Greatsalt ... 114
Greed ... 106
Greed of Misers ... 142
Green Ape Musk ... 118
Greyhawk ... 147
Groom ... 75
Grounding ... 161, 176
Grumbar ... 96
Gruumsh ... 96
Guardian, The ... 106
Guardians ... 86
Guide ... 75
Gwaeron Windstrom ... 96

H

Hadaf Highlands ... 117
Hag's Curse ... 116
Halberd ... 121
Half-Elves ... 21
Half-Hobgoblins ... 22
Half-Orcs ... 24
Halfling ... 78, 134
Halfling Farmers ... 122
Halfling Names ... 32
Halflings ... 25, 120
Hammer and Anvil ... 86
Hammer, Steel-Headed ... 122
Hammerfist ... 148, 161, 176
Handle Animal ... 85
Harbinger Heresy ... 100
Hardiness ... 86
Harvesters ... 57
Hatemonger ... 109
Hatred Domain ... 153
Heal ... 71
Healing Circle ... 59
Healing Domain ... 153
Healing Dreams ... 110
Heavy Mace ... 121
Height ... 30, 31
Heironeous ... 96
Helm ... 96
Helm Of Soul Stealing ... 202
Helmet Of Heroism ... 201
Hematite Bat ... 201
Herbal Concoctions ... 116
Herbal Mixtures, Table 7–2 ... 116
Herbalist ... 75
Herbalists ... 116
Herbs and Natural Medicines ... 130
Herdsman ... 75
Heroes, The ... 110

Heroic Leader 66
Hextor 96
Hidden To Magic 64
High Elf 88
High Elves 12
High Field Masters 97
High Peace Maker Khazuk 93
High Purgers 109
High Seer 97
Hill Dwarf Racial Traits 9
Hill Dwarves 8
Hoar 96
Hobgoblin 78, 121, 133, 140
Hobgoblin Armies 115
Hobgoblin Infantry 128
Hobgoblin Names 32
Hobgoblin Soldiers of Norga-Krangrel 128
Hobgoblins 27
Holy Mother, The 103
Home, The (The Home Foundation) 103
Homunculus 55
Honor 112
Hope Master 101
Hope, Candle of 200
Horner 69
House of Scorn 109
House of Shackles 109
House of Solace 111
Humans 4
Hurra 147

I

Ice-Walking, Armor of 195
Icy Hands 148, 161, 176
Ignan 78
Ill Chance 142
Ill Wind (House of Knives) 103
Illiteracy 76
Illumination, Ring of 198
Illuminator 69
Illusion Domain 153
Illusionary Mail 201
Ilmater 96
Imaginary Chains 161, 177
Immovability 87
Imprisonment 143
Improve Cover 87
Improved Bluff 40
Improved Feint 42
Improved Invisibility, Ring of 198
Improved Scrying 61
Improved Sea Legs 54
Improved Spellcaster Level 61
Improved Subdual 62, 87
Improved Weapon Diversification 42
Inaudibility 161, 177
Incite Racial Pride 60
Increase Detection Difficulty 119
Increased Spellcaster Level 60
Independence of The Gods 64
Indescribable Horrors 103
Infection: Catching Diseases 130
Infernal 78
Infernal Wind 149, 177
Infiltrator 43
Infiltrator Starting Package 45
Infiltrator, Table 2–8 43
Inheritance 87
Inner Dreams 110
Innkeeper 75
Innocence, Armor of 195
Innocent Pleasures (House of Vice) 104
Innuendo 71
Inquisition Domain 153
Inspiration 57, 161, 177
Inspire Greatness 57
Instant Stand 87
Instrument Making 69
Internal Compass 44
Invisibility to Undead 59
Invisible Lives (Imposters) 104
Iron Touch Of Kruk-Ma-Kali 87
Irrepressible Freedom 143
Irreproachable One, The 112
Irresistible Spell 87
Islander 87
Istishia 96
Item Creation 81

J

Jade Serpent 201
Jergal 96
Jeweler 69
Jolt 161, 177
Jorakk Mountains 132
Journals 106
Journeymen 101
Judgment (The Courts of Justice) 105
Jump 72

K

K'miwi Sap 118
Kabataroth 112
Kabori 127
Kalamar 100, 113, 116, 117, 120, 129
Kalamar, Roads in 129
Kalamaran And Tokite Knights 124
Kalamaran Empire 6, 78, 89, 127, 129
Kalamaran Infantryman 127
Kalamaran Legions, The 114
Kalamaran Military Engineers 129
Kalamaran Names 32
Kalamaran Soldier 127
Kaldabran Death Fog 118
Kalenal Gali 57
Karasta 121
Karasta, Dwarves of 88
Kargi 87
Kasite Leaders 128
Keen Ear And Eye 57
Kelemvor 96
Kelen Tribe 88
Keyholders, The 97
Keystones (The Founder's Creation) 105
Khydoban Desert 33, 57, 91
Kick 128
Kicking Attacks 128
King Miznoh 130
Kiss of The Lash 143
Knight of The Gods 110
Knights 133
Knock Prone 87
Know True Name 149, 177
Know Your Enemy 87
Knowledge 72
Knowledge (Architecture and Engineering) 89
Knowledge (History) 91
Knowledge (Nature) 85
Knowledge (Nobility And Royalty) 91
Knowledge (Religion) 89, 96
Knowledge Domain 153
Knowledge: Monsters 86
Kobold Squeeze 118
Kolokar's Reign 129
Korak 134
Koraki 128
Koraki Coalition of Swordmasters 126
Kord 96
Kors 87
Kossuth 96
Kotesh 57
Koval 147
Koval The Magnificent 147
Krangi 81, 87
Kruk-Ma-Kali 59, 140
Kumasu Karu 118
Kurtha, Dwarven Fighter 126

L

Labyrinth Juice 116
Lake Adesh 118
Lamellar Armor 124
Lamish Berry Juice 118
Lamp of Vermin Removal 201
Land of A Thousand Kings 133
Lands of Mystery 130
Language, Ancient 79
Language, Modern 79
Languages, Table 4–3 77
Lanterns and High Lanterns 108
Lathander 96
Law Domain 153
Laws of Nature (Conv. of The Great Tree) 105
Leaf Blade 121
Leatherworking 69
Ledger, The 106
Ledger, The (Parish of The Prolific Coin) 106
Legacy 87
Legasa Peaks 118, 123

Legasas 130
Legendary Style 42
Legends 104
Leomund 147
Lerasonul 147
Lesquiya 114
Lessen Nature's Fury 143
Lesser Aspect of The Deity 178
Lesser Telepathic Bond 178
Let The Rage Take You (Way of The Berserk) 106
Liana 160, 178
Liar, Lyre of The 201
Liberation (The Face of The Free) 106
Lichdom, State of 102
Lieutenant 66
Lifesap 162, 178
Light 59
Light of The Moon 198
Light-Footed 88
Lightfeet 25
Lightning Bottle 114
Like Mind 88
Linguist 88
Literacy 90
Lizard Folk 118
Lizards, Poisonous 118
Lliira 96
Locksmithing 70
Locust Lord, The 109
Locusts, Plague, Drought 109
Lone Wolf 88
Longings (The Courts Of Inequity) 107
Lopoliri Mountains 33
Lord Muroil's Mail 196
Love, The Way of (Parish of Love) 111
Loviatar 96
Loyalty's Reward 88
Loyalty, Ring of 198
Luck Domain 153
Lumberjack 75
Lure of Lust 143
Lurue 96
Lyre of The Liar 201

M

Machete 120
Maddening Scream 178
Madness Domain 153
Maelstrom 179
Magic Domain 154
Magic-Drinking (Weapon) 197
Magical Affinity 88
Mail of Time 197
Mail, Illusionary 201
Malachite Heights 121, 147
Malakbar 121
Malar 96
Malavla 87
Malavlan 132
Man, Vessels of 63
Marching, Armor of 196
Marine Training 126
Mariner 53
Mariner, Table 2–14 54
Mash Vishohz 57
Mask 96
Mastery of All Forms 56
Mataparan 116
Maw of Stone 179
Meditate 88
Melee Weapons, Table 7–5 122
Melf 147
Memory, Etched Into 84
Memory, Ring of 198
Mendarn 85, 116, 118, 130, 134
Mendarn's Royal Marine Academy 126
Mennas Kamarr, Tharggy Merchant 113
Mental Presence 91
Mentalism Domain 154
Mercenary Crossbowmen 127
Merchant 75
Merchant's Tongue 78
Merfolk Musk 114
Metal Domain 154
Metamagic Feats 82
Mewneha, High Rejoicer of The Guardian 135
Meznamish 83, 129, 130, 133
Miaza 147
Middle Age 30
Mielikki 96
Milil 96
Military Forces of Tellene 125
Miller 76
Mind Domain 154
Mind Like Water 88, 143
Miner 76
Minions Of Misfortune 98
Ministers 134
Minor Artifacts 203
Mirror of Vanity 202
Miser with Magic 88
Misfortune 144
Miznoh, Crown of 203
Mizraith's Maelstrom 203
Monahm-Ahnozh 83
Monks 86
Monstrous Steed 60
Monstrous Thrall 179
Moon (Diadolai) Domain 154
Moon (Pelselond) Domain 154
Moon (Veshemo) Domain 155
Moon Blade 179
Moonbeam 180
Moonfire 180
Moonthrust 149, 181
Mooreta 114
Moradin 96
Mordenkainen 147
Mosia's Rings 201
Mountain Dwarf Racial Traits 10
Mounts, Handling Unusual 85
Moutain Dwarves 10
Movement Check 88
Moving Target 44
Mugluck, Orc Cleric of The Rotlord 130
Mule, The 90
Muse 56
Muse Spell List 57
Muse, Table 3–5 57
Musical Ear 89
Mysticism Domain 155
Mystra 96

N

Names, Character Race-Names 32
Naming Your Character 29
Narrajy Forest 130
Natural Death 149, 181
Natural Engineer 89
Natural Mathematician 89
Natural Swimmer 89
Necromancers 102
Nenehi 116
Nerull 96
Neslipine 115
New Paths (Watchers), 107
New Spells 148
New Weapons & Armor 120
Night Fighter 162, 181
Nightmares 104
Nobanion 96
Nobility Domain 155
Nobility In Brandobia 134
Nobility In Kalamar 133
Nobility In Reanaaria Bay 134
Nobility In Svimohzia 133
Nobility in the Wild Lands 135
Nobility in the Young Kingdoms 134
Noble Bearing 89
Noble Blood 89
Noble Player Characters 134
Noble Pride 89
Noisemaker 115
Norga-Krangrel 59, 112, 132
Norok "The Festering" 64
Notorious 52
Notorious Style 42
Numbing Cloud 149, 181
Nyktharr 57
Nystul 147

O

O'par 83
Oath of The Order 58
Oathbind 144
Oaths 111
Obad-Hai 96
Obakasek 115
Obakasek Jungle 33, 88, 118
Oblivion 144
Oblivion Domain 155

Obscurity 149, 181
Ocean Domain 155
Ocean Tongue 54
Ochre Cloud 161, 181
Ochre Mist 118
Off The Mirror 162, 182
Oghma 96
Ogre Intelligence, Belt of 202
Ohzvinmish 83, 102, 105, 130
Old 30
Old Man's Canon, The 111
Olidammara 96
Omens 102
Once Owned, The 107
One Arrow (Temple of The Patient Arrow) 107
One Heart 148, 182
Opposed Check Roll 87
Opposed Grapple 128
Orc Populations 131
Orc Shingles (Slow Rot, Swine Rash) 131
Orchidia 116
Orcish 78
Order of Life, The 105
Order Of Providence 60
Order of The Pike, The 111
Order of The Slayer 57
Order of The Slayer Spell List 59
Ospolen 83
Other Dogmatic Texts 112
Otiluke 147
Otto 147
Otyugh Swarm 182
Outsider Mount 66
Outsneak 52
Overlord's Canon, The 109

P

P'bapar 83, 86, 115, 133, 134
Painting 70
Paladin 33
Pantomime 74
Parables 104
Parent-Child 111
Paru'bor 83, 92, 134
Patience 89
Pekal 81, 134, 147
Pel Brolenon 86, 88, 107, 116, 118, 130
Pelor 96
Pelselond 111
Penetrate Disguise 53
Perfect Appraisal 52
Perform 85
Perils of The Road 130
Pestilence Domain 156
Pestilent Ones, The 100, 109
Pick Pocket 74
Piercing The Fiend's Veil 148, 182
Piety, Symbol of 202
Pig Stick 122
Pilgrim 89
Place of Origin 30
Plague 144
Plague of Rats 182
Planning Domain 156
Plant Domain 156
Player Character Nobility 132
Pleasures, The 104
Poison, Modifying 119
Poisonmaking, Table 4–2 70
Poisons, Table 7–3 117
Polyglot 90
Pony Club 122
Portal Domain 156
Porter 76
Potency, Increasing 119
Potion of Subversion 198
Potions 198
Pottery 70
Pounding Stones 161, 183
Powermaster's Triad 110
Pre-Human Civilizations of Tellene 114
Preserve Life 144
Prestige Classes, Chapter 3 51
Prestige Classes, Creating Your Own 66
Primary Language 5
Princes 133
Probe Thoughts 162, 183
Profession 74
Profession (Engineer) 89
Prophet, A Mad 112
Protected Portal 148, 183
Protection Domain 156
Providence, Sentinels of 60
Psionic 91
Psions/Psionic Characters 34
Psychic Warriors 34
Pure One, Aspects of The 111
Purifier (Weapon) 197
Purity, Vestment of 202
Pursuit of Terror 144
Push 90
Pyro 90

Q

Queen of Inequity 107
Quick Dismount 90

R

Race 3
Radiant Order, The (The Assembly of Light) 108
Rage 183
Ram 90
Random Height and Weight, Table 1—5 31
Random Starting Ages 30
Ranged Blindsight 162, 183
Ranger 34
Ranger Spell, New 161
Rank 1 136
Rank 2 136
Rank 3 136
Rank 4 137
Rank 5 137
Rank 6 138
Rank 7 138
Rank 8 138
Rank 9 139
Rank 10 139
Rapid Ready 90
Rary 147
Read/Write Language 80
Reanaarese 78
Reanaarese Names 32
Reanaaria 100
Reanaaria Bay 97, 110, 118
Reanaarian 7
Rebuke Undead 59
Recall of Information 84
Red Knight 96
Reeking, Ring of 199
Regal Bearing 90
Regorike The Raiser 57
Rejection 144
Relentless Pursuit 53
Remove Disease 59
Renewal 134
Renewal Domain 156
Resist Disease 90
Resist Poison 86, 90
Restoration 59
Restore The Balance 144
Restorer 59
Restorer, Table 3–7 59
Retribution Domain 157
Revelation, The 102
Ride 85
Ring of Command 198
Ring of Fitness 198
Ring of Illumination 198
Ring of Solitude 199
Ring of Tracklessness 199
Ring, Improved Invisibility 198
Rings 198
Rise A Second Time 60
Rise From The Ashes 162, 184
Risk's Dice 201
Rock Gnomes 18
Rods 199
Rogue 34
Romantic Love 111
Rotlord 131
Rotting Death (A.K.A. Green Rot) 131
Rotting Flesh Disease of Gharr 130
Royal Marine Academy 126
Rulakan 129
Rune Domain 157
Rytarr Woods 116

S

Saadolos Extract 118

Saaniema 87
Sailor 76
Saint Nolano 110
Saint Shamur The Golden 126
Saint Vitisar of Bet Urala 141
Saint Yashamin 140
Sainthood, Armor Of 140, 196
Salt Basilisk 118
Salt Basilisk Ash 118
Sandstorm 161, 184
Sarmar 147
Sarmar's Coin Beacon 148, 162, 184
Satum's Bane 116
Savlan The Senior 109
Savras 96
Scabbardmaking 70
Scalable Spells 147
Scalykind Domain 157
Scholar 90
Scorn 161, 184
Scorpion's Sting, The 145
Scourge 185
Scribe 76
Sculpted Shot 123
Sculpture 71
Sea and Storm, Staff of 199
Sea Legs 54
Sealskin Salve 117
Seclusion 144
Second Wind 117
Secondary Language 5
Secrets of Building 56
Secrets of Construction Or Anatomy 86
Secrets, Bracelet of 200
Seekers of The Three Strengths 110
Seer 66
Seller of Souls 103
Selune 96
Sense Danger 91
Sense Motive 76
Sense Outsider 61
Sentinel Domain 157
Sentinel Prestige Domain 61
Sentinels of Providence, Table 3–8 61
Sentinels of The True Way 66
Serpent's Swiftness 88
Servants of The Swift Sword 135
Shackles of Injustice 144
Shadesh Bay 117
Shadow Elves 108
Shadow Plate 162, 185
Shadowskin 148, 162, 186
Shajody (Chieftain) 135
Shaman 45
Shaman Starting Package 48
Shaman, Table 2–9 47
Shantuk Skull 201
Shapechanger 91
Shar 96
Sharess 96
Shasseril 147
Shathy's Pestilence 162, 185
Shaundakul 96
Shepherd's Staff 199
Shiallia 96
Shield Disarm 128
Shield Specialization 91
Shield-Breaker (Weapon) 197
Shipbuilding 71
Shock Resistant 91
Shock Wave 162, 185
Shrike Armor 124
Shroud's Embrace 144
Shyff 87
Shynabyth 129, 135
Shyta-Na-Dobyo 117
Siamorphe 96
Siege Engineer 76
Sil-Karg 22, 87, 128, 132
Silent Hammer 201
Silent Slayer, The 103
Silken Grasp 148, 161, 185
Silvanus 96
Silver Cup and Plate 201
Silver Tongue 82
Sinking, Chain Shirt of 202
Sisterhood of Arms 91
Sittik 118
Six Days of Dearth 144
Six Tablets of The Apocalypse 140
Skarrna 33, 134
Skay 147
Skay's Flaming Bolt 161, 186
Skeptic 91
Skill Prodigy 91
Skills, Chapter 4 67
Skills, Table 4–1 68
Skin of Stone-Turning 197
Skryvalkkers 134
Sky's Fury (The Thunderer's Temple) 108
Slave Cost, Table 7–4 120
Slaver, Table 3–9 62
Slaves 119
Slayer, Order of, Table 3–6 58
Slayers of The Undead 57
Sleepy Weed 118
Slen (Slennish) 85, 88, 147
Slen's Breath 202
Slime Domain 157
Slingers 123
Slow Death 161, 186
Smashing Blow 91
Smite Undead 59
Smotherblend 115
Sneak Attack 44, 81
Snowbound 88
Soft Strike 52, 53
Soldiers 125
Solitude, Ring of 199
Soomatan Rejus 64
Sorcerer 34
Sorcerer, Spellsinger, Wizard Spells, New 161
Soul Stealing, Helm of 202
Souls, Book of 204
Sowing 134
Speak Language 76, 90
Spear of Shauku 198
Specific Armors & Shields 196
Specific Weapons 197
Spectral Assassin 161, 186
Speed, Bursts of 91
Spell Dodge 91
Spell Domain 158
Spell Magnet 162, 186
Spell Resistance 84
Spellscatter [Scalable] 161, 186
Spellsinger 49-50, 147
Spellsinger Spells Known, Table 2–11 50
Spellsinger Starting Package 50
Spellsinger, Table 2–10 49
Spider Curse 187
Spider Domain 158
Spider Shapes 187
Spirit Of Chaos 64
Spites 107
Spot Invisible 148, 161, 187
Sprint 91
St. Cuthbert 96
Standard Classes 33
Standard D&D God 96
Stately Demeanor 91
Staves 199
Steadfast 92
Stinger (Weapon) 197
Stinkvine Serum 115
Stone Dwarves 11
Stone Spiders 187
Stone Tablets, The (House of Scorn) 108
Stonebones 92
Stonemasonry 71
Storm Domain 158
Storm Lord, The 108
Storms, The 108
Stout Heart 59
Strategy, The Way of (Order of The Pike) 111
Strength Domain 158
Strength In Numbers 145
Strength of Stone 145
Strifes 98
Strongarm 52
Structures 105
Stupor [Scalable] 161, 187
Subjugation (The House of Shackles) 109
Subversion, Potion of 198
Suffering Domain 158
Suit of Grace 202
Summon Familiar 50
Summon Fey 188
Summon Fey [Scalable] 160
Summon Spirit 161, 188
Summoning Domain 158
Sun Domain 159
Sune 96
Svimohz (Svimohzish) 8, 79, 83, 113
Svimohzia 100, 113, 116, 117, 121, 132, 147
Svimohzish Names 32

Svomahni ... 83
Swarms (The House of Hunger) ... 109
Sweet Pain (Order of Agony) ... 109
Swirling Robes ... 37
Sword of The Fey ... 198
Swordmaster ... 126
Sylvan ... 79
Symbol of Piety ... 202

T

Taatiir ... 147
Taatiir's Tearing Talons ... 162, 188
Table 10–1: Channeled Abilities ... 143
Table 10–2: Divine Protection ... 146
Table 11–1: Famous Spellcasters ... 147
Table 11–2: Available Domains ... 149
Table 1–1: Racial Ability Adjustments ... 3
Table 1–2: Languages By Geographical Subdivision ... 5
Table 1–3: Random Starting Ages ... 30
Table 1–4: Aging Effects ... 30
Table 1–5: Random Height and Weight ... 31
Table 2–10: The Spellsinger ... 49
Table 2–11: Spellsinger Spells Known ... 50
Table 2–1: Deity Domains ... 34
Table 2–2: Base Save and Base Attack Bonuses 35
Table 2–3: Experience and Level-Dependent Benefits ... 35
Table 2–4: The Basiran Dancer ... 36
Table 2–5: Basiran Dancer Spells Known ... 36
Table 2–6: The Brigand ... 39
Table 2–7: The Gladiator ... 42
Table 2–8: The Infiltrator ... 43
Table 2–9: The Shaman ... 47
Table 3–10: The Vessels Of Man ... 63
Table 3–11: The Warlord ... 66
Table 3–1: The Alliance Merchant ... 51
Table 3–2: The Bounty Hunter ... 53
Table 3–3: The Mariner ... 54
Table 3–4: The Golem Master ... 55
Table 3–5: The Muse ... 57
Table 3–6: Order of The Slayer ... 58
Table 3–7: The Restorer ... 59
Table 3–8: The Sentinels of Providence ... 61
Table 3–9: The Slaver ... 62
Table 4–1: Skills ... 68
Table 4–2: Poisonmaking ... 70
Table 4–3: Languages ... 77
Table 4–4: Variant Language ... 80
Table 5–1: Feats ... 82
Table 6–1: Non-Human Names For Deities ... 94
Table 6–2: Deities of Tellene ... 95
Table 6–3: God Conversion ... 96
Table 6–4: Commonly Worshipped Gods ... 97
Table 6–5: Circumstance Bonuses ... 97
Table 6–6: Churches and Canons ... 98
Table 7–1: Alchemical Mixtures ... 114
Table 7–2: Herbal Mixtures ... 116
Table 7–3: Poisons ... 117
Table 7–4: Slave Cost ... 120
Table 7–5: Melee Weapons ... 122
Table 7–6: Ammunition ... 123
Table 7–7: Armor ... 124
Tabor Grimm ... 60
Tailor ... 71
Taint of Evil ... 162, 189
Taking the Initiative ... 89
Talona ... 96
Talos ... 96
Tanglefoot Bag ... 113
Tanning ... 69
Targeted Attack ... 92
Tarisato ... 85
Tart Water ... 118
Tax-Escort Helms In Geanavue ... 118
Tear Knives ... 123
Teelia Nae, Holder of The Red Key ... 141
Tellene Naming Conventions ... 32
Tempest Domain ... 159
Temple of Sleepless Nights ... 104
Temple of The Stars ... 100
Temple Official ... 135
Temple Rank ... 135
Temporal Chains ... 145
Temptation, Dress of ... 200
Tempus ... 96
Tenser ... 147
Terran ... 79
Terror Domain ... 159
Terrors, Dreads, Shivers ... 104
Tharggy ... 91, 129, 135, 147
Tharggy Infantry ... 127
Thatcher ... 67
The Flights ... 107
The Fortunes ... 102
The Keepers of The Four Corners ... 102
The Oldest Canon on Tellene ... 110
The Stone Tablets ... 108
The Temple of Enchantment ... 141
The Traveler ... 90
The Triad (Temple of The Three Strengths) ... 110
The Word (The Hall of Oaths) ... 111
Thedorus, The Reign of ... 129
Theocracy of Slen ... 107, 110
Third Eye ... 162, 189
Throw ... 128
Thunderclap ... 148, 189
Thybaj ... 135
Thygasha ... 83, 85, 110
Tiamat ... 96
Tidal Wave Attack ... 55
Time Domain ... 159
Time of The Void, The ... 112
Timeless Body ... 48
Timing Domain ... 159
Tin Ox ... 201
To Serve (Halls of The Valiant) ... 110
Torakk ... 33, 91, 116, 132
Torm ... 96
Torments ... 109
Touch of Madness ... 189
Touch of The Muse ... 145
Tough As Nails ... 92
Tracelessness, Bracers of ... 200
Tracker ... 161, 189
Tracking ... 53
Trackless Step ... 44
Tracklessness, Ring of ... 199
Trade Domain ... 159
Trade Tongue ... 79
Tranquility (Church of The Silver Mist) ... 110
Trapmaking ... 71
Travel Domain ... 160
Traveling The Roads ... 129
Tread With Resolve ... 145
Trickery Domain ... 160
Troubles ... 101
True Beauty (Church of The Night's Beauty) ... 110
True Creation ... 190
True Domination ... 190
True, The ... 105
Truthseeker ... 105
Truthseekers ... 97
Tullum, Kargi Soldier ... 129
Turn Outsider ... 61
Turn Undead ... 61
Twelve Arts ... 100
Tymora ... 96
Tyr ... 96
Tyranny Domain ... 160

U

Ubtao ... 96
Ul-Karg ... 33, 133
Ulutiu ... 96
Umberlee ... 96
Ummer Horn ... 203
Unbalance ... 128
Unbinding ... 190
Unblinking Eye ... 145
Uncanny Dodge ... 44, 55
Unchainer ... 66
Undeath Domain ... 160
Undercommon ... 79
Underground Survival, Ring of ... 199
Undying ... 92
Unerring Strike ... 92
Unforgettable Terror ... 149, 191
Union of Mind, Body and Spirit ... 110
Unnerve ... 161, 191
Unseen One, The ... 103
Unsinkable ... 54
Uthgar ... 96

V

Valkur ... 96
Vanity, Mirror of ... 202
Variant Classes ... 34
Variant Language Skill System ... 79
Variant Language, Table 4–4 ... 80
Vecna ... 96

Veiled Priesthood, The ... 103
Velsharoon ... 96
Venerable ... 30
Venerable Age ... 30
Venom Immunity ... 48
Vermin Removal, Lamp Of ... 201
Veshemo ... 111
Veshemo Wanes ... 148, 191
Vessel of Man Spell List ... 64
Vessels of Man, Table 3–10 ... 63
Vestment of Purity ... 202
Victims of Injustice ... 88
Vintages, The ... 102
Virtue, Armor of ... 196
Vital Statistics ... 29
Vohven Jungle ... 33, 115, 118, 124
Voldorwoods ... 88
Vorhzel Mashen ... 64

W

Wall of Fungus ... 160, 162, 191
Wall of Shadows ... 161, 192
Wall of Souls ... 162, 192
Wall of Thought ... 148, 161, 192
War Domain ... 160
War of Intangibles ... 104
War of The Gods ... 131
Warding Domain ... 160
Warlord, Table 3–11 ... 66
Watcher, The ... 90, 107
Watches ... 108
Water Domain ... 160
Waterspout ... 192
Waukeen ... 96
Wave In Motion ... 148, 162, 193
Wave of Destruction ... 148, 162, 193
Waxing Beauty ... 145
Way of Strategy, The ... 111
Weapon Diversification ... 42
Weapon Finesse ... 37
Weapon Mastery ... 199
Weapon of The Deity ... 161, 193
Weaponsmith ... 71
Weaver ... 71
Wee Jas ... 96
Weight ... 31
White Ilem Blossom ... 117
Whitesmithing ... 71
Why Kalamar? ... 2
Wild Elves ... 15
Wild Lands, The ... 85, 108, 126, 131
Wild Pack ... 161, 193
Wild Sense ... 160, 161, 193
Wild Shape ... 48
Wilderness Lore ... 79, 85
Wind, Potion Of ... 198
Wine And Song ... 102
Wisdom of The Ancients ... 148, 193
Wiunoom ... 57
Wizard ... 34
Wizard Spells, New, Sorcerer, Spellsinger and 161
Women of Tharggy ... 127
Wondrous Items ... 199
Wood Elves ... 13
Woodcarver ... 71
Woodcraft ... 44
Woodcutter ... 76
Wooden Breastplate ... 124
Woodiron ... 161, 194
Woodland Stride ... 44
World of Deafness ... 162, 194
Worship, Cloak of ... 200
Worshippers ... 94
Wraith Essence ... 117
Wrath of The Heavens ... 149, 194
Wrath, Armor of ... 196

X

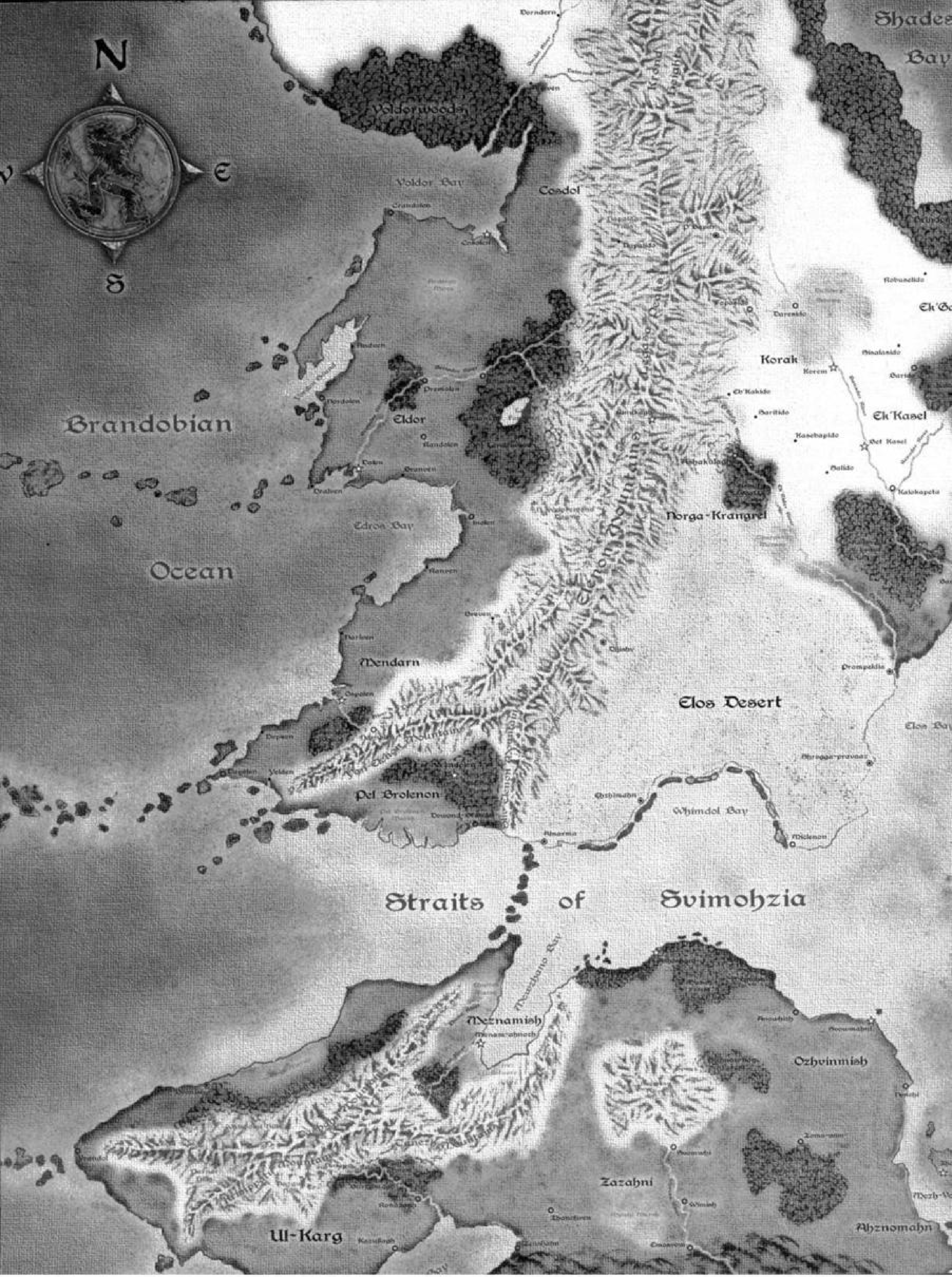
Xaarum ... 81, 86

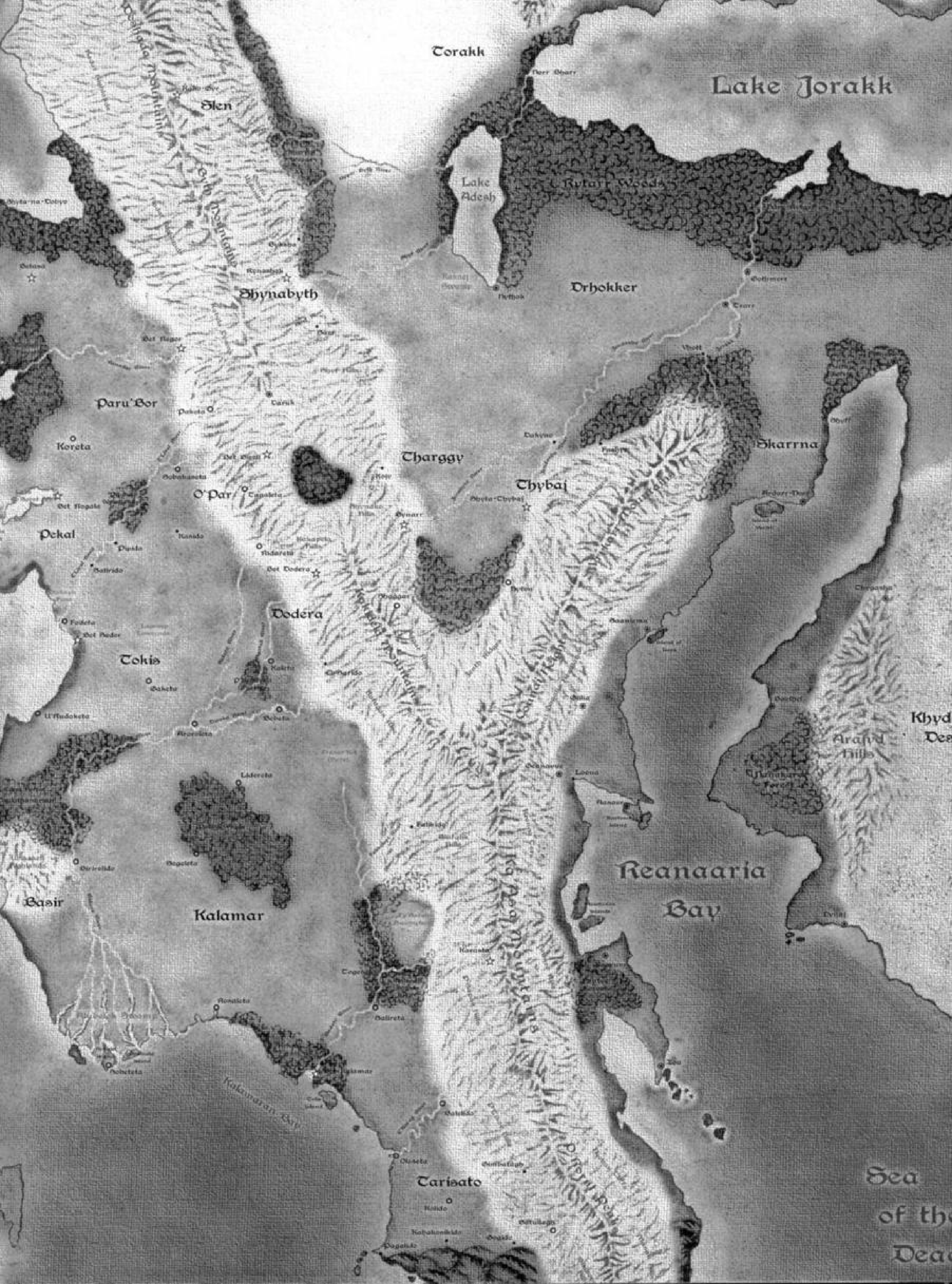
Y

Yan Elenon Mountains ... 116
Yatak Robe ... 202
Yondalla ... 96
Young Kingdoms, The ... 86, 108, 113, 117, 120, 129, 131, 134

Z

Zazahni ... 83, 133
Zazahni Mercenary Crossbowman ... 127
Zazahni, Civil Wars In ... 130
Zazahni, Dukes Of ... 132
Zeakue (A.K.A. Breath Taker) ... 118
Zha-Nehzmish ... 83
Zoa ... 83, 86, 106
Zoan Pipes ... 202


N
E
S
Shades
Bay
Dorndern
Volderwoods
Voldor Bay
Condol
Crandolen
Korak
Korem
Ek'Kasel
Ek'Go
Daresido
Ek'Kakido
Sarifido
Kasebagido
Bet Kasel
Balido
Kalokapeta
Robusolido
Hisalasido
Eldor
Premolen
Randolen
Dalen
Branven
Dralven
Brandobian
Ocean
Edros Bay
Imven
Harven
Mendarn
Harlven
Norga-Krangrel
Elos Desert
Elos Bay
Prompeldia
Shragga-pravaz
Pel Brolenon
Dovond Braldun
Whimdol Bay
Qzhimahn
Ahsarma
Midenon
Straits
of
Svimohzia
Mezanamish
Mezanamahneh
Ozhvinmish
Anouhish
Zazahni
Zosnahi
Wimish
Ul-Karg
Kazufkagh
Ahznomahn
Mezh-Ve


Torakk
Lake Jorakk
Slen
Lake Adesh
Rytarr Woods
Shynabyth
Drhokker
Paru'Bor
Koreta
Tharggy
Thybaj
Skarrna
O'Par
Pekal
Dodera
Tokis
Arand Hills
Khyd
Kalamar
Basir
Reanaaria Bay
Kalamaran Bay
Tarisato
Sea of the Dead

Kingdoms of Kalamar™

Player's Guide

Every player needs an edge.

This is it. The definitive player sourcebook for the Dungeons & Dragons® game and a must have for any player or Dungeon Master. This book is loaded with new Dungeons & Dragons material including:

- six new variant classes
- eleven new prestige classes
- almost one hundred new feats
- new weapons and armor
- new combat options
- new skills and new uses for existing skills
- new clerical domains
- new spells
- a new class of spells: scalable spells

Also included is more detailed information about the world of Tellene, its races, languages, classes and politics that will allow Dungeons & Dragons players to create a unique character that matches their unique vision. Among others, this includes information on playing Hobgoblins as player characters. Detailed religious canons and information on advancing within the ranks of the churches give characters who draw upon divine powers a wide variety of new powers and role-playing insight.

Additionally, Dungeon Masters will have a plethora of information at their fingertips with which to customize any campaign world. All officially sanctioned, you can make use of the many features of this book in your Kalamar, Greyhawk™, Forgotten Realms® or D20™ campaign world. New information on spells, poisons, diseases, herbal and alchemical concoctions, and magic items easily port into ANY D&D® campaign. Complete spell and feat indexes for ALL current Dungeons & Dragons products make this book an incredible value for any D&D player or Dungeon Master. An abundant source of Dungeons & Dragons material of the high quality you have come to expect from Kenzer and Company, this is one product you do not want to miss.

Visit our website at www.kenzerco.com

ISBN 1-889182-61-3
52999
9 781889 182612
EAN
U.S. $29.99 K&C1002